BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR MOVE, CREEP!

THE DELTA CITY DICK IS BACK IN ROBOCOP 2!

ALL THE BIG CHRISTMAS GAMES!
Navy SEALS, Shadow Of The Beast, E-SWAT, Line Of Fire, Special Criminal Investigation, Dragon Spirit, Nightshift, Kick Off II, UN Squadron, Badlands, Plotting, Puzznic, St Dragon, Snow Strike And Many More!

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Thought for the day - Stay out of trouble
A s Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality.

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EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES.

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MARS TO DISCOVER YOUR MISSION IS NOW STOP ACTION, STRANGE VEHICLES AND A STARTLING CAPTURED IN SUPERBLY ANDA GAME PLAY THAT SUCCESS OF THE OP MOVIE.

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From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

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Badlands: For one or two players – its ruthless, destructive and great fun!
Stay out of Trouble!
YOU'LL BE SO GLAD YOU DID!

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SWEEVO'S WORLD

Hewson
(Originally released by Gargoyle Games)

First seen about five years ago (well, the Spectrum's popularity was at its peak this earned a Your Sinclair Hotshot (the forerunner to the Megagame) - and very deservedly too! It's one of those massive, multi-room 3D adventure/thingies - the 16-bit adventure the type Ultimate did so well, but, packed as it is with fiendish puzzles and a rather bizarre sense of humour, it actually manages to be one of the very best!

So what's it all about? Well, Sweevo is a robot, you see. A rather crap robot. He looks (and acts) like a sort of mechanised cross between Stan Laurel and EL, and has the scariest old habit of getting himself into the weirdest or scrapes. Take this one for instance - he's been assigned to clear up Keutz, a deserted interstellar planetoid, deserted that is except for cans, teddy bears, fruit, ton weights, geese, rather horrible little girls, goose-stepping dictators, Noddy-like characters, giant fingers and the like. The whole place is a disaster just waiting to happen.

Gameplay (as with all these 3D adventure thingies) is of the 'wandering around/avoiding being killed/working out various puzzles' variety. Some of these puzzles are fiendishly difficult, some pretty easy-peasy, but large dollops of lateral thinking and a slightly warped sense of humour will be required to complete them. The game's certainly massive - made up of oodles of rooms split into interconnected levels which would take an absolute age to map - but it's packed to the gills with neat little touches, so there's not the slightest possibility of getting bored as you wander about. It's also got (and we're not quite sure whether...)

SHOCKWAY RIDER

Hewson
(Originally released by FTL games)

Welcome to the 21st century! Shockway Riders are the most athletic and aggressive of the Mega City street gangs, cruising along the triple-speed moving walkways (ie there are three parallel walkways, each moving at a different speed) that circle the town. The ultimate aim of each rider is to go Full Circle — right round the city — to do that he must fight off the Black Boys, the cops and the vigilantes who'll try to stop him, as well as negotiate the speed traps and rider ramps set up by angry residents.

Anyway, that's the set-up. You, of course, play a rider attempting to go full circle. To do so you must pass through a dozen different districts and face a variety of hazards — some of these you can overcome by either direct hand-to-hand combat or by lobbing a well-aimed missile (bottles or bricks, for instance, can be...)

Quick thinking is needed here — the guy with the dark glasses is approaching quickly from behind and you're likely to get boxed into the corner of the screen if you're not careful. Might be time for a bit of nifty lumping, doncha think?
Still haven't collected very much, but Sweevo's looking a bit happier, which is good to see. Not at all sure what those apples are doing there, but there must be some sort of strange logic behind them - you just have to work out what it is!

this is a recommendation or not) quite possibly the silliest scoring system ever - with percentages, Brownie points and bonuses thrown in to keep you guessing.

But perhaps it's time to be a bit more specific about what your task in the game actually is. You see, Sweevo stands for Self Willed Extreme Environment Vocational Organism, and each 'sweevo' gets allocated a problem planet to clear up before he's allowed to enter active service (bit like an apprenticeship test really). Our particular Sweevo has been assigned an especially tricky one - the aforementioned Knutz Folly, long since deserted by humans and now populated by a host of genetic experiments created by mad old Baron Knutz. The enemies fall into two categories - first are the Waste Ingestion And Janitor Units, originally designed to clean the Folly (but which aren't that dangerous - just extremely irritating) and then the creatures built to guard the palace, which you should be extremely wary of! Your task is to overcome the dangers that face you and eliminate all the organisms you encounter, turning Knutz Folly into Sweevo's World. What more can we say about it? It's weird (but also very, very good).

A few hints and tips for budding Sweevos

- The creatures that guard the palace will all cause you quite a few problems for a while, but don't despair - each one has a special weakness which can be used to attract (and thus defeat) him.
- Keep an eye on Sweevo's face in the corner of the screen - how happy he looks will give a good indication of how much energy he's got left.
- The Goose that lays the Golden Erg will provide you with extra energy if startled from behind.
- The Selector Pulse shows the position to be occupied if an object is picked up or the object to go if one is dropped.
- Beware of the fruit!

The Controls

Either use a joystick or define your own keys.

- Without Fire button pressed...
  Left/Right Rider moves along the lane
  Up/Down Rider jumps to next lane

- With Fire button depressed...
  Left/Right Strike to the back or front
  Up/Down Throw missile across lanes

reviewed it, saying that "It's unusual to find both originality and slick execution in a single game, but Shockway Rider has 'em... Another fine game from the FTL studio, and more than likely a future classic!" Well said, that man!
**SHADOW OF THE BEAST**

**Gremlin**

When this rather mind-blowing little beast-entertainment was first released on the Amiga and ST last year it caused quite a bit of a sensation. In fact, it caused a bit of a sensation -- the critics raved, as they say.

Take that, outrageously shaped rock! Our hero gets a bit of practice in his kicking action.

And now it's on the Speccy (amazing but true!) You can read the review a bit later in the issue, but first we thought you'd like to take a little look for yourselves. You can't play this demo unfortunately, but have a good long gander at it -- it's well worth a peek!

**KRAKOUT**

**Gremlin**

You've all played the Arkanoid games, and old (but stonking) YS Smash Tapes like Ballbreaker II or the brilliant Batty. Well, now along comes Krakout, a very similar sort of proposition -- except that it's the best of them all (Perhaps.)

You all know the drill by now of course. You're the little bat, in this case positioned over there on the right of the screen (or the left if you choose that option) and it's your job to destroy the strange configurations of blocks over on the left by bouncing your ball at them. Get rid of the lot and you get to move onto the next screen. Simple so far (I'm sure you'll agree) but those devilish programmers have thrown in a few twists to fool you. For a start, icons keep appearing among the blocks when you hit them - hit the icons again before they disappear and the ball will be affected in some way, it'll either get bigger (so making hitting the blocks easier), or it'll get sticky.

There are loads of screens, as well as a handy options menu which allows you to change the side of the screen the bat is on, the speed with which everything moves (try playing it at setting six for a ludicrous experience) and so on at will.

Some of the icons you'll encounter affect your bat in these ways...

- **E** Extra long bat
- **G** Sticky bat
- **XZ** Shrink your bat again

As you might expect, scores, levels and so on haven't been done very well so far, have we?

A horrible smiley face - one of the many non-block-like things (like waves and flies) which flap around and get in the way.

**TAPE TRUBBS**

Oh no! Your sizzling Four Pack (or at least one groovy quarter of it) refuses to load! If you've tried all your best coaxing methods to no avail, don't despair - the YS Tape Returns department is here to help you. Just wrap the offending item up nice and warm in an envelope or Jiffy bag, bung in an sae and post it off to Your Sinclair Four Pack No 3, Tape Returns (December Issue), Ablex Audio Video Ltd., Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Within a couple of weeks (well, 28 days anyway), a replacement will be plopping through your letterbox. Hurrah!

Oh dear, we're still on Level One. It must be because either a) Level One is really hard, or b) we've gone. Yep. It's b.

Oh grobbits! Only the second screen and we've cocked it all up already (how embarrassing).
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".

"I haven’t seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
There's been a death in the family, Spec-chums. Only three years after it bounced onto the Speccy scene Alan Sugar has booted it off. This month Pssst remembers the Spectrum +3...

I AIN'T AFRAID OF NO CROCS!

It's the most happening chest covering of the year, the recent star of London's Computer Entertainment Show and quite simply the fashion item for the autumn season. What is it? The brand-new, never-before-seen Your Sinclair T-shirt, of course! Lovingly inscribed with the subtle message IT'S CRAP (in a funky skillo sort of a way), it's the garment the stars are clamouring to be seen in. And it could be yours! Find out how on page 64! (You'll be so glad you did!)

ROCK-'N-ROLL CHICK JOINS YS

YS has a new face – Linda Barker, who joined us half way through the production of this issue as a Staff Writer/Graduate Trainee sort of thing. Linda's a bit of a rock-'n'-roll chick, well into obscure 'indie' bands, leather jackets and "reading Tender is the Night in the back garden wearing only my underwear". Blimey! Welcome aboard, Linda.

DEATH OF

Yes, we're afraid it's true! Amstrad has stopped manufacturing the +3 Speccy, meaning there'll be no more disk drive-based Speccies available in the shops this Christmas (or after it, come to that). The +2 will continue in production of course (in fact Amstrad are apparently going to be advertising it on TV this Christmas) but it's a sad day all the same.

So what's the thinking behind it all? Well, we suspect that Amstrad wanted rid of the +3 because they didn't want potential purchasers to wander into a shop and be faced with a choice between the old-fashioned (but much cheaper) +3 and their brand-new (and much more expensive) Amstrad CPC 6128 Plus. They'd much rather you spend your spondoolicks on the more expensive machine – hence (sniff) the disk-based Speccy had to go.

A BRIEF HISTORY OF THE +3

1985: Alan Sugar, boss of Amstrad, bought the rights to Sinclair (Britain's top home computer company) from owner Sir Clive Sinclair, including the company's major asset - the Sinclair Spectrum.

1986: Amstrad started to redefine the position of the Spectrum in the market. The start was the +2 Speccy, which was basically the 128K model with a new case, some extra ports, a proper keyboard (hurrah!) and a tape deck stuck on the end. While this saved mucking about connecting a tape player to your Speccy it had its disadvantages too – chiefly that the cassette deck was a bit crap, lacking a volume adjustment or a tape counter.
THE +3

Still, it was (and is) a very cheap (around £30ish) games machine with a vast back catalogue of old games and, as such, was a roaring success.

1987 Amstrad was at the time using loads of unusual three-inch floppy disks and associated disk drives that they picked up for a song in the Far East. They were using them on the PCW, the CPC and soon the Spectrum, lacking one on the end of the 128K machine in a similar manner to the tape deck on the +2 and aiming the resulting machine at the more serious users - either the richer and more dedicated gamesplayers who were tired of cassette loading or people who wanted to run more serious business, comms or educational programs. The machine has always retailed at just under £250 and has been a reasonable success - the +3 User Group reckon about 15% of Speccy users own a +3. However, with blank three-inch disks going for about £2, and games around the £15 mark, it's too expensive for most game players.

1990 The launch of the new CPC range was the final nail in the coffin of the +3, though to be honest sales had been falling off steadily since last year. The +2 looks safe for some time though - sales are still massive, it's not so obviously a threat to the CPC, and Amstrad's policy has always been that if something's doing well, stick with it (but if it's failing, forget about it as quickly as possible). The long-term future of the Speccy would seem to rest on just how many +2s they manage to shift this Christmas.

Last month we reported the death of Activision in this country - well, not exactly the death as such (the company will still have an office here developing console product) but certainly the end of it as a major force in the European computer games industry. But what we forgot to mention was the up-'n'-coming release of (wait for it) R-Type II, the massive arcade hit (and excellent Speccy conversion)! In fact, it's due for probable release around the middle of next year. That means there's still Dragon Breed, Atomic Robokid, Beast Busters (the C-D Wolf lookalike coin-op conversion, also for next year) and R-Type II which we've yet to see. (Hurray!)

Domark have just announced their line-up for next year, and (as you might expect) Tengen coin-op conversions provide the backbone for it. First up is Skull & Crossbones: a two-player hack-'n'-slash beat-'em-up with a pirate theme (believe it or not). We're surprised there aren't more pirate games around, and look forward to the photo opportunity this'll afford the Dom-doms.

Next up is Hydra, a post-apocalypic speedboat chase based around the exploits of a futuristic courier company. Badies include jets, hovercraft, choppers, zeppelins and jet-skis. Then there's Thunderjerkers, an underwater shoot-'em-up featuring giant cybernetic sharks and an underwater laboratory where an evil mastermind is transforming beautiful maidens into lizard monsters (?)

What else? Well there's R.B.I.2, a baseball game (goodness knows what the initials are meant to stand for) and then there are all the original products like, um, er, well, we can only come up with one - the 3D Construction Kit. Based around the Freescape II system (as seen in Incentive's Castle Master) it allows you to create a realistic 3D environment and then walk around it as if you were really there. You can create computer games with it or perhaps design things in such a way that you can see what they'll look like from all angles. This'll be available next April, and certainly sounds rather on the fascinating side, doesn't it?
Gremlin/C £12.99
cass/£15.99 disk

Davey How would you feel if one day you were human and the next day some Beast Master chap had swept down and turned you into a griffin? (Frankly, I don't think I'd mind too much. I mean, you'd be able to fly, you'd be so hard you'd be able to walk the streets at night, you wouldn't have to pay the Poll Tax - you'd even have several hearts, so you wouldn't have to worry about heart disease.)

But how would you then feel if your new masters chose to employ you for all sorts of evil doings and, to cap it all, go and sacrifice all your former race (including your dad) right under your very beak? (He's not a beast, is he, he's a barst. Shadow Of The Barst they should've called it.)

Anyway, this is more or less what's happened to our hero in the novella introducing Shadow Of The Beast. When the poor bounder recognises what he's become, and recalls his humble homo sapiens origin, he's spurred to rebel against the Beast Master and all his evil minions. And this is where you come in...

You take the role of the selfsame hero with the funny-shaped head in his quest to defeat evil. The game starts with a scene-setting static graphic and text screen (more of these pop up infrequently when you move between locations). Click through this and you'll go into a multi-scrolling viewed-from-the-side arcade adventure.

At first, as you scroti about on the surface bashing beasties with a single blow, the game starts to feel a little repetitive (when you've seen 20 giant ants you've seen 'em all), but as you start exploring further in a subterranean sort of a way the challenge of the game increases. Basically, you can't progress until you find and pick up items and solve various puzzles. Then the game suddenly comes into its own, with you romping around punching mythical beasties, finding extra weapons and frying big 'orrible nasties!

Shadow Of The Beast has come to the Speccy just as its sequel is appearing on the snoot Amigas and STs. Of course, the original 16-bit was a bit of a landmark game', which was mainly down to the state-of-the-art graphics - all the very latest parallax scrolling, stuff like that. But mention the gameplay and it was a rather different tin of jellied eels. Which means that, er, if the 'bestest' thing was the graphics, and these are lost on the Speccy, then this doesn't bode too well, does it? No, it doesn't - if it wasn't for the fact that gameplay on the Spec has been vastly improved, that is. The task of bringing it to us has been entrusted to Gremlin and a mighty fine and dandy job they've done of it too - where the Amiga gameplay was two-dimensional and stopped every other screen for a long, accessing break, the Speccy scrolls along smoothly, providing action all the way. I really think there's something in the argument that because Speccy graphics aren't the world's greatest it makes programmers make up for it by squeezing the maximum amount of playability out of their games. Looks like we've come out tops again, Spec-chums.

SOTB is the sort of game that guarantees oodles of testability as everyone plays it to get just that little bit further (expect mappers and tippers to be in their element). It falls down for me slightly because much of the graphics and fighting seem very dated - the aforementioned giant ants, for example, smack of

Don't bother going down the well (which is what you're doing here, Spec-chums) unless you've managed to pick up a key. (Don't worry, it's a first mistake we all make.)

That's you, the bloke with the funny-shaped head (or perhaps it's a hat) - don't ask us how it got like that.

This snake thingie round the edges doesn't do anything - it's just there to look pretty. (And very nice it is too.)

Just in case you forgot what game it is you're playing, they remind you up here.

Handy, huh?

Now what did we say? No going down the well unless you've got a key. Have you got one? No? Well stay where you are then.
We've got a new face in the Jugglers this month, Linda Barker who's only just joined VS. We asked some of our regulars if they had any advice they thought fit to share with her...

Matt Bielby Matt had one very simple tip - 'get to the Editor of the mag, then you get the pick of the games,' he confided. 'Just look at this month - I took RoboCop 2 for myself (it's great) and a couple of rather nifty little puzzle games, which I quite like. I've done lots of the biggies lately, like Nightbreed, Midnight Resistance, Turnnica and Sim City. The other good thing is you can give a Megagame to anything you like and nobody can argue with you - oh yes, and you can even be dead lazy and not review anything at all! There's just one problem...'

Linda Barker wanted to know. 'I'm Ed and you're not!' Rich Pelley Rich had some rather different advice. 'Find yourself a niche,' he explained. 'Once you become an expert on something you get indispensable! Look at me for instance - I've got my very own Crap Games section, plus I usually do the budget games (which are often pretty bad) and a fair number of the more rubbishy full pricers too. Yep. If Matt thinks a game is seriously, seriously useless, he always gives it to me (can't think why)'

Katie Hanza Katie was pleased to see Linda. Very pleased. Rather excessively pleased. It seemed to us. Why's that, we wanted to know. 'It's obvious, isn't it?' Katie was quick to point out. 'Now you won't be able to make any more of those pathetic New Girl jokes about me, will you? Linda's the new girl now, not me.' Oh...yes. But have you got any hints for her? 'Actually, I have. Rich is right about finding a niche - I often get spoon simms to do, or the occasional arcade adventure (usually the French ones). I don't know why - maybe Matt thinks my name sounds faintly foreign or something.'

Andy Ide Andy was basically the last person we'd send anyone who was looking for advice to see, so we gently steered Linda away from his corner of the office (so he couldn't give her any).

Linda Barker Linda was, understandably, a little bit confused about all this. 'I'm infused.' she said. 'Basically what you're saying is I shouldn't eat sweets, I shouldn't talk to Andy, I should try and review crap games (or failing that, French ones) and I should try to get rid of Matt so I can be Ed - is that right?' Um, well, not quite. Maybe it'd be best if you just ignored all that lot and worked things out for yourself? 'What a good idea!' said Linda. So that's what she did.

---

**Scores**

90° - 100°: Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues - we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed YS Megagame rating: It's a happening piece of software.

80° - 89°: PDGI (Pretty Damn Good®) A game well worth digging deep into the old dosh bucket for.

70° - 79°: A very enjoyable game, but might not be of lasting appeal to everybody.

60° - 69°: A few niggles. Lacking in certain areas. Think before you buy!


40° - 49°: Um, below average (believe it or not).

30° - 29°: So sick it's due to be hospitalized.

20° - 29°: Very poorly indeed.

10° - 19°: Critical - not expected to last the night.

0° - 9°: Clinically dead.

---

Eek! It's an absolutely massive and humongous monster thingie! Go away! Go on, shoo!

1985's vintage An! Attack. Still, those grumbles take second place to mazes, object-finding and puzzle-solving, all of which are challenging and addictive.

So - not a brilliant game, but a darn good conversion that manages to improve upon the original in terms of playability.

180° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues - we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed YS Megagame rating: It's a happening piece of software.

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ROBO

Ocean/£10.99 cass (128K only)/£15.99 disk

Matt So, this is it. The biggie. I suppose the question on everybody's lips at the moment is "Is it as good as the original?" and the answer is... no, it's not. In fact, I'm afraid to say... it's better! Ha ha! Fooled you for a moment there, eh? (Nope? Oh well.)

There's more to it for a start (each level is bigger, and you can move around it as you like, rather than being forced along in one direction). There's more variety (lots of platforms and ladders and other 'interesting' gameplay elements), there's more between-level puzzle bits (and they're rather better too) - even the static shooting gallery screens are improved. Oh yes, and it's all animated and put together in a super-snazzy and rather fault-free sort of way too.

So how does the game actually work? Well, the first thing you'll notice is how well presented it is, with a selection of what look like digitised stills from the film cropping up along the way, and assorted other neat touches showing their faces too. The second thing you'll notice is how well thought-out the actual gameplay is, but we'll get to that in a moment.

Unlike most big licences, the Spectrum version of Robocop is a very different game from the Amstrad, the C64 or the 16-bit versions (which are, in turn, all different from each other), let alone the various console versions. The centre of gravity being that the average Nintendo owner is actually a good deal younger than the average Spec-chum. Spectly folk, they seem to think, are in their early to mid teens, meaning they'll enjoy a bit of mapping and some puzzle elements amongst the action - so that's what you've been given.

The First Lump

The bulk of Robocop 2 is, of course, your scrolling shoot-em-up stuff. The first big chunk of it, set in an empty warehouse, is a massive eight-way scroller. As before, Robo's walk and movements quite neatly capture the clunky look of the big-screen character, and his fire is still direct upwards or at angles too. Icons drop randomly from the top of the screen as he goes - baby food gives extra energy, a shield gives temporary Invulnerability, and a three-way firing gun, and 'S' the better scatter gun. For each of these icons, you don't need to nip across the screen and jump on the icons - shooting them will suffice. Be careful though - there are also negative icons about that drain energy, and perform other nasty things, as well as a rogue 'T' which can do anything, sometimes good, sometimes bad.

In this level, as in the other scrolling sections, the main difference you'll notice from the first game is the freedom of movement you enjoy - you can take any route you want around the map, and since the playing area is two screens high it also involves you in a lot of platform game-style jumping about (made well) and you'll earn some extra 'continues' for later in the game.

Straight after this comes the shooting range - a single-screen affair, but with more targets than its opposite number in the first game. With some rather pretty spot colour and a neat representation of Robo's targeting device, it's fun - and useful too. How well you do here directly affects how powerful your bullets are later in the game.

Scratchin'-Your-Head Time

Right, once you've completed that, it's into the puzzle bits. These occur twice in the game (between the main levels) and are (sort of) based on the early sequences from the film where Robocop is trying to regain memories of the man he once was. Taking the form of a cursor on a circuit board, you have to zoom around collecting the loose yellow chips - a task made tricky by the fact that you can only travel on the green bits, which are disappearing underneath you fast! Complete a handful of these boards and your scores are added up - do well and you'll earn some extra 'continues' for later in the game.

ROBO 2 - THE MOVIE

Oh dear. Oh deary deary dear. And just when we were writing such nice things about Ocean's conversion too.

In the opinions of the assembled 5's reviewing team (is me and Andy) Robocop II is, unfortunately, not a patch on the first film. That's not to say it's absolutely terrible - it's still quite fun to watch - but the jokes aren't as funny, the satire isn't as sharp, the action sequences aren't as exciting, the effects aren't as special, the baddies aren't as bad and Robocop seems to lumber around thinking he's Dirty Harry half the time. Even his suit isn't as nice (it's a horrible shiny blue colour as if it's just been polished up in a showroom) and he seems to have abandoned his bizarre taste for red lippy too.

Nope, as with the vast bulk of this year's big action films (Die Hard II, Another 48 Hrs, even Total Recall) Robocop II has its moments but it's basically a bit of a disappointment. Oh, as I said before, dear.
Watch for the dripping alcohol in this brewery bit — it'll reverse your controls and lead you into trouble!

The Second Level
Right, moving along, and the second level's pretty much the same as the first, though with a different-shaped map and set in a brewery. There are some complicated bits (like the fact you have to swing over the vats of beer on a sort of overhead hook thing) and some very annoying little touches thrown in, the worst of which are the drips of alcohol which reverse your controls (so when you tell Robo to go left he goes right, for instance). This only last a few seconds, but can prove fatal — tell Robo to go left he goes right, for instance). This only lasts a few seconds, but can prove fatal — make sure you get hit by an even number, so you'll come out of it with your controls as they should be.

And The Third...
Level Three is much more of a straight shoot-'em-up than the others. It's set in the OCP building. You have to work your way along eight floors up to the roof, but there's really only one route to take — along the end of one corridor, into a lift, and then back along the next one. Ceiling-mounted rocket launchers, mini-ED 280s and an assortment of thugs get in your way, and occasionally simple logic puzzles (ie. complete the sequence: 56, 28, 7 — the answer being 14) crop up when you want to access the lift to each new floor. Only at the top do you get to enter the back section of the screen, where you must fight to the death with the evil Robo 2, both of you crashing through each floor as you fight away, eventually hitting the street below.

And that, basically, is that...
So, is the game any good? Well, this is one of the few games Ocean have done in-house this year (whereas last Christmas most of them were), and it's by the same team who did Operations Wolf and Thunderbolt, so, as you might expect, it's pretty good.

Gameplay-wise I'd say it's one of the best film conversions Ocean have ever done. I liked The Untouchables rather massively last year, but with hindsight the gameplay was perhaps a bit too subtle, each level (though all shoot-'em-ups) quite short and very different from the last. Here the levels are massive and retain the same gameplay elements, while managing to be quite distinctive at the same time. Perhaps a bit more variety between them in the backgrounds would have been nice, but then that's limited by the look of the film, which seems to be 90% set in warehouses anywhere. Certainly the clever platform sections make it a much more interesting game than the first Robocop — in fact, they're probably even better than the platform bits in Batman: The Movie. I thought that level was more or less standard to begin with, but Ocean's added more. The puzzle sections are also a little better. They're simple, sure, but you have to work to get past them. The game isn't too tied to the movie plot either but if you want to, you can pick up. and, between the scrolling levels, puzzle and shooting gallery sub-games to add variety — all stuff that reappears in the new.

And that's about as good as Speccy programming gets, with some very smooth scrolling, nice animation and so on.

Faults? Well, although I really like this practice of putting in smaller sub-games between levels I think it's perhaps more of a specialist taste whether you want to do little number puzzle right in the middle of a shoot-'em-up sequence (like the ones on the third level). The game isn't all tied to the movie plot either, but then that's no great fault — I'd much rather have a playable game than a faithful (but useless) movie souvenir anyway.

This is about as good a film conversion as I've seen — indeed, it's about as good a shoot-'em-up per se as I've seen — and all the better for including some mapping and puzzle-solving bits rather than just the straight shooting you get with, say, a console. There's no real point in recommending it (you'll all pick it up anyway) but, erm, I recommend it. You won't be shortchanged. It's ace. (And I can't say clearer than that.)

One of the puzzle bits — move your cursor over the disappearing green, collecting the yellows before time's up.

ROBOCOP — THE ORIGINAL GAME

RoboCop (1) only got eight out of ten when Marcus originally reviewed it (a playable, efficient but uninspired shooty thing he called it) — a respectable mark to be sure, but hardly what you'd expect the biggest-selling etc etc to have earned, is it? The game was actually very similar to other Ocean film conversions using exactly the same format. Robo 2 hardly veers away from the path, of course, but it struts its stuff in a rather more interesting fashion. Isn't it nice when the new version of something is actually better than the old?

One of the neat digitised scenes that come between the levels — this is an early one, but there are more later on.
Ocean/E10.99 cass/E15.99 disk
Matt Bags of colour, crispy clear sprites, and gameplay identical to the 16-bits (or, indeed, the arcade original) - how often can you say that about a conversion, eh, Spec-chums? Plotting is just the sort of game that transfers perfectly to the Speccy (there’s no need for scrolling, and just a bunch of bricks to animate), but why look a gift horse in the mouth? This is exactly the same game as the original.

Luckily then, the coin-op was a rather appealing little puzzler. You play the cute potato man (or whatever) in the bottom left-hand corner, and it’s your job to get rid of all the coloured bricks stacked across on the right-hand side. You do this by throwing the brick you have in your hands.

(1) It all sounds easy enough so far, doesn’t it, so what’s the trick? Well, lots of concentration is required for one thing (always a bit of a problem, I find). You have to think out each move before you make it, you see – it’s no use landing yourself with a block you’re not going to be able to get rid of next go (because there’s no suitable exposed partner), is it? Scupper yourself like that once and you’re given a ‘wild card’ block which you can use to take out anything you like, but do it enough times and it’s game over, matey.

And that’s it. Just about. Obviously things get a bit more complicated later on (pipe-things appear in the air between the ceiling and the blocks you want to hit, for instance, limiting the angles from which you can attack from above) but the basic gameplay is all pretty simple and appealing.

So what’s the verdict? Well, as you could probably have predicted I’d say right back at the beginning, it really all depends on whether you like puzzle games or not. This is quite a good one - colourful, professionally-presented and smooth-playing, and with a fair smattering of cute simplicity. However, it’s probably not got the lasting appeal of, say, Plotting (also reviewed this issue). Each screen is just too similar to the one before – it’s not a fault of the Speccy programmers, simply a limitation of the game design, which can get repetitive and samey. My attention tended to wander at times, and I didn’t pay enough notice to planning my next move – a potentially fatal way to go about things. It’s not to say I didn’t enjoy the game though – far from it – just that there’ve been ‘simple yet incredibly addictive’ puzzle games one too many times already. Somehow they just don’t seem quite so original anymore – which is a bit weird for a genre where original but simple gameplay is the stock-in-trade, isn’t it?

**FINAL VERDICT:**

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<th>GRAPHICS</th>
<th>ADDICTIVENESS</th>
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<tr>
<td>83°</td>
<td>90°</td>
<td>81°</td>
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** диагноз:**

- Likeable, well-presented
- But slightly repetitive
- Puzzle game
- Very addictive in the short term.

88°
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definitely set on the Top Spot. Number Three, and Its sights are
They don't come much chunkier than Midnight Resistance. Straight in at Number Three, and its sights are definitely set on the Top Spot.

Rastan shows off its muscle by crashing into the Number One spot. Arnie, eat ya heart out!

Just to recap on what we told you last month, these are the brand-new YS Charts, taken out of Psst, lengthened, generally spruced up and (of course) much more comprehensive now that they're specially compiled for us by the Gallup organisation from a continuing survey of sales in retail outlets up and down the country (phew). With at least 50 independent retailers taking part (plus the biggies like WH Smith, Virgin and Menzies) it's about as accurate and up-to-date as we can get it. Now on with the show!

YS TIPS FOR THE TOP

FULL PRICE
Seven Ocean games (!) in the Top 20 this month, which is more or less the proportion we've come to expect these days (amazing though it may be). Expect a strong showing from the ones we haven't seen much of yet - Sly Spy Secret Agent, Adidas Championship Tie Break, Nightbreed - plus all the Christmas biggies (Total Recall, SCI etc). And of course, there's no forgetting Robocop II, which'll still no doubt be near the top of the charts this time next year (after all, the original is still hanging in there even now).

What else? Well, we'd like to see Time Machine, Ironman, Rick Dangerous II and Monty Python all do well (they're some of the best releases of the last few months) and it's good that Midnight Resistance and (especially) Sim City are still so high - they deserve it. (Quite why Cricket Captain and The Battle Of The Bulge are so popular is a bit of a mystery to us though.) Finally, why's everyone so keen to compilation-ise games like Robocop, Chase HQ and Batman (The Movie) when they're still doing so well at full price? (We haven't got the foggiest ourselves.)

FULL PRICE TOP 20
(Last month's positions in brackets)
1 (1) Shadow Warriors
Ocean
2 (NE) Back To The Future
Part II Image Works
3 (NE) Midnight Resistance
Ocean
4 (2) Turrican Rainbow Arts
5 (NE) Sim City
Infogrames
6 (3) Chase HQ Ocean
7 (22) Lords Of Chaos
Blade
9 (4) Manchester United
Kristalis
10 (1) Adidas Championship
Football Ocean
11 (10) Batman (The Movie)
Ocean
12 (NE) Oriental Games
MicroStyle
13 (16) Gazz's Super Soccer
Empire
14 (NE) The Battle Of The Bulge
CCS
15 (9) Football Manager
World Cup Addictive
16 (NE) World Cup Soccer '90
Virgin
17 (NE) Heroes Compilation
Domark
18 (17) Cricket Master
Challenge Software
19 (NE) Rainbow Islands
Ocean
20 (21) Turbo OutRun
US Gold
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BUBBLING UNDER Emlyn Hughes International Soccer (Audiogenic), Fighter Bomber (Activision).

BUDGIES TOP 30
(Last month's positions in brackets)
1 (8) Rastan Hit Squad
2 (NE) Run The Gauntlet
Hit Squad
3 (7) Match Day II Hit Squad
4 (3) Quattro Adventure
CodeMasters
5 (NE) Quattro Combat
CodeMasters
6 (NE) Guardian Angel
CodeMasters
7 (21) The Munsters Alternative
8 (9) Hong Kong Phooey
Hi-Tec
9 (23) Pro Golf Atlantis
10 (19) Daley Thompson's Olympic Challenge
Hit Squad
11 (NE) The Manager
GTI Software
12 (4) Paperboy Encore
13 (6) Treasure Island Dizzy
CodeMasters
14 (15) Road Blasters Kixx
15 (5) A Question Of Sport
Encore
16 (NE) Ace/Ace II Encore
17 (16) Yogi's Great Escape
Hi-Tec
18 (14) Wonderboy Hit Squad
19 (1) Fantasy World Dizzy
CodeMasters
20 (NE) Outlaw Players
21 (25) Salamander Hit Squad
22 (2) Pro Boxing CodeMasters
23 (NE) The Wombles Alternative
24 (22) Football Champions Cult
25 (NE) Atom Ant Hi-Tec
26 (24) 4x4 Off-Road Racing
Kixx
27 (11) Indiana Jones And The Temple Of Doom Kixx
28 (20) Big Trouble In Little China Alternative
29 (12) Rock Star Ate My Hamster CodeMasters
30 (NE) Motor Cycle 500 Cult
© ELSPA 1990

BUBBLING UNDER World Cup Challenge (Players), Quattro Sports (Codies), Ruff And Reddy (Hi-Tec), Jack The Nipper II (Kixx), Live And Let Die (Encore), Quattro Super Hits (Codies).
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Rich UN Squadron is a two-player sideways-scrolling coin-up conversion multilevel shoot-em-up crammed full of planes, helicopters and tanks, and based on the exploits of the UN Air Force during a war in the Middle East. Oh, and it's pretty good too. Cripes - that was a bit of a short review, wasn't it? (Can I go home now?) (Certainly not. Ed)

On each level here I am, playing by myself. I have to make my plane do things and, if I'm lucky, I'll get some fly-boy chums. I've chosen which of the three planes I want to pilot, either one of two fighters (an F-14 and, um, another one) or a tankbuster - each with a different nationality of pilot and different capabilities (speed, shields etc).

And I'm scrolling along, shooting things and more things. And there are a lot of bad guys?

Level One features helicopters and tanks (piles of them too). Power-ups can also be collected to make your plane go faster and replenish shields during the game. And look at that huge end-of-level tank, it's massive, and firing things at me - and dear me, I'm dead.

Your name, the level, how many points you've earned - all you need to know really.

Okay, here's my plane (an F-14 Tomcat I think, though I may be a Tigger shark!)

Here are some enemy missiles being fired from this tank thing - you'd be well advised to dodge them if you can!

Massive baddies like this appear at the end of each level. This is one of the first - and one of the meanest too!

And what's that but a handy-dandy little power-up icon (I think) Hurrah!

(Incidentally, this isn't one of those pixel-perfect shoot absolutely everything or else you'll die games - it's more one of those mass-attack shoot what you can but I worry if you crash into a few because it'll just drain a little bit of your energy instead.)

At the end of each level you get a load of cash so why not invest in some goodies for your plane in the shop bit (which is nicely presented - plenty of graphics, information about the weapons etc).

Y'know the sort of things - missile launchers, shields, bullet sprays, stuff like that.

Onto Level Two now, everything's gone blue and there are piles of different planes heading towards me. Right at the end this whopping great Stealth bomber descends from the top of the screen (filling practically the entire playing area) and you have to blow it up, but I haven't enough cash.

Another visit to the shop, and it's onto Level Three - a flight through a green forest bombing trees, guns and basically everything in sight. I won't bother with a lengthy description of the other seven levels - I'll just leave them as a 'surprise'. (Which means he hasn't got that far. Ed)

So that's the game in general, but what's it really like? What does Yours Truly honestly think of it?

Hmm. Nice graphics (though a lot of the time the monochrome sprites get incredibly lost in the background detail). Nicely presented too, with some very groovy Marine Boy-style intro screens). Easy to get into, fun to play, and really addictive - for a while at least.

The main grumble is that although the levels are varied (graphics-wise), the gameplay remains exactly the same throughout - just settltape down the Fire button and move up and down the screen. It can, er, get a bit boring.

So to sum up - occasionally great graphics, well presented, quite playable but the whole thing is just too damn samey. And there you go Yikes!

Yikes! It's a giant Stealth bomber! The graphics aren't too bad at the moment, but you can see how it can all get a bit confused, can't you?

Nice graphics, and a good blast - but a bit too samey really. (Yikes!)

**Final verdict**

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<th>Graphics</th>
<th>Addictiveness</th>
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<td>90°</td>
<td>65°</td>
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**Final diagnosis**

Nice graphics, and a good blast - but a bit too samey really. (Yikes!)
Kati Let's face it, you wouldn't want a dragon for a pet. Just think of the hassle. All that fireball dodging, scale cleaning, mouthwash buying... And the food bills. How long is it since you could get a couple of tins of fresh princesses' flesh for under a quid?

It's lucky then that the dragon in question isn't actually a pet. In fact, he's more of a robot (converted from a Jaleco coin-op to be exact) and he's out for revenge. Why? Because an evil race of moustache-twiddling monster machines is invading the universe and everybody who's anybody is very, very (very) scared. So scared, in fact, that they've all disappeared down to the Jolly Sailor and left Saint to wreak revenge on his own.

For a dragon,

No, no, you idiot! It's behind you! This giant moo-cow zooms around on rocket-hooves, fires lasers from its neck and looks disarmingly cute — don't be fooled!

Two or three screens into the action it's all looking blinkin' straightforward. Then it all goes rather horribly wrong. Suddenly, ten or so ugly mug mutants leap on-screen and before you can say "Oh, Clifford" there's a riot of death-defying creatures, falling rocks and deadly bullets all over the place. Dragon-eating tigers spring out of the undergrowth, rocks crumble into monsters and gun emplacements throw out mines. Eek!

Phew. Just made it by the skin of my teeth. Now what? Uh-oh, looks like a huge end-of-level, mutant, metal bull. Right, let's get him. That's shown him! His head's fallen off. Hurrah! No, hold on, there's more. He's turned crazy, there are great big bolts of electricity coming out of his neck. Help! I want to get out of here. I want to go home. Aaaaargh!

And so it goes on — five blast-em-up levels, to be precise. The best thing about it is that you don't lose all your weapons when you get shot — no annoying 'facing the end-of-level monster with nothing but a pea-blood (not that you've got much, being a robot as well, that is). So there you have it. It could have been faster, there could have been a few more levels (five isn't exactly loads) and the difficulty could have been evened out — but who cares when it's fun? I enjoyed it, and if you like your games pretty, tough and a blast-a-minute then you'll enjoy it too.

finalverdict

Trees drop codies of baddies, narrow gaps have to be squeezed through — this is not an easy game.

LIFE EXPECTANCY GRAPIHCS ADDICTIVENESS

75° 74° 82°

INSTANT APPEAL

Snazzy shoot-'em-up with some very hard bits and some fairly ordinary ones — but not much in-between.

79°
There will be moments when you'll wish you hadn't taken off!

‘F-16 Combat Pilot pulls out all the stops’
- game of the month, The Games Machine.

‘The mix between action and realism is terrific’
- ACE rated 952 - Advanced Computer Entertainment.

‘F-16 Combat Pilot wins hands down’
- 5 star game - New Computer Express.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time - chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

SPECTRUM: cassette £14.95, disc £19.95

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone 0276 684959 quoting VISA or ACCESS credit card number, name and address.

‘F-16 Combat Pilot is a milestone in C64 programming - a true achievement’
- 88% - Your Commodore.
THE 16 BIT CLASSIC NOW ON
AMSTRAD & SPECTRUM

Available on Amstrad & Spectrum cassette & disk

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Screen shots from Amstrad format
Screen shots from Spectrum format

GREN-MIN

Grenmin Graphics Software Ltd, Carver House, 2-4 Carver Street, Sheffield S1 4PS. Telephone (0742) 753423
WHAT'S THE TIME MR SPECTRUM?

by Charles Samson

Although the Spectrum's a wonderful computer and everything, it does have one major problem. It doesn't display a little clock in the top-right corner of the screen. So, while you're bashing away at the keyboard, you've got absolutely no idea what time it is and can very easily miss your tea or favourite television program. But luckily Charles Sampson has the answer.

Despite recently having his computer stolen he's managed to come up with a rather impressive program which does indeed display a clock in the top-right corner of your screen. What's more it'll stay there through thick and thin, whether you're typing in another program or running one, so you've got absolutely no excuse for missing anything ever again.

Getting the program working, as you can probably imagine, is a case of typing in the Basic listing and saving it with SAVE "CLOCK" LINE 5. followed by the hex section which is entered via the Hex Loader. Reloading the program and running it will show you a list of instructions but that's about it. To get the clock working do the following:

POKE 48601,seconds
POKE 48602,minutes
POKE 48603,hours
LET R=USR 48573

The words 'seconds', 'minutes' and '

'hours' should obviously be replaced by those corresponding to the current time.

The clock will then appear and should keep perfect time (unless you LOAD or SAVE or do something dumb like switching the Spectrum off). To get rid of it, press Symbol 'SETUP'.

Getting the program working, as you can probably imagine, is a case of typing in the Basic listing and saving it with SAVE "CLOCK" LINE 5. followed by the hex section which is entered via the Hex Loader. Reloading the program and running it will show you a list of instructions but that's about it. To get the clock working do the following:

POKE 48601,seconds
POKE 48602,minutes
POKE 48603,hours
LET R=USR 48573

The words 'seconds', 'minutes' and -
48500006 0A:09 0F 05 0B 0D 79 =1135
4850032 07 0D 00 03 0F 0A 0D =1893
4851432 07 0D 00 03 0F 0A 0D =8726
4852458 0E 03 07 22 10 0A 05 =8866
4853202 01 11 04 21 04 9C =527
4854006 00 09 7E 12 14 24 0A =498
48544 02 09 0F 11 16 04 1B =426
48556C 0E 03 07 0D 93 06 0E 03 =1136
4855401 09 0F 0E 04 07 56 =9708
48527C 04 0E 03 07 22 32 89 =1293
4859047 21 00 06 0E 00 77 23 =498
4858810 06 0F 0E 04 07 56 =1184
48544S 0E 03 07 22 00 00 00 00 =245

**MORE FRACTALS, FORSOWTH**

**by Ben Smith**

This month's degree-level Maths lecture comes from Ben Smith who's first of all come up with a program that demonstrates period-doubling. It shows a progression from order to chaos which occasionally lapses back into order. (Actually it does it backwards for some reason, going from chaos to order.) The equation used is \( x = R \cdot x \cdot (1-x) \) with \( R \) increasing slowly.

10 LET \( x = 0.1 \)
20 LET \( y = 0 \)
30 LET \( y = y \cdot 0.001 \)
40 IF \( x = 2000 \) THEN STOP
50 DO \( y = y + 0.06 \)
60 LET \( y = y + 0.06 \)
70 IF \( y > 200 \) THEN STOP
80 GOTO 10

Ben also enclosed his version of the Strange Attractor. Astute readers will have spotted this one way back when, but Ben's program is a bit shorter and faster.

10 LET \( x = 0.3 \)
20 LET \( y = 0.4 \)
30 LET \( y = y \cdot 1.4 \)
40 LET \( x = x \cdot 1.4 \)
50 LET \( y = y + 0.05 \)
60 LET \( y = y + 0.05 \)
70 LET \( y = y + 0.05 \)
80 LET \( y = y + 0.05 \)
90 LET \( y = y + 0.05 \)
100 LET \( y = y + 0.05 \)

---

**SNOWFLAKE CREATOR**

by Chris Green

Although Chris Green's Snowflake Creator doesn't exactly represent the height of Spectrum programming I thought I'd bung it in anyway as I needed something to fill space. It might appeal to younger readers. Or something. Maybe.

I hardly need explain that it generates snowflakes (it is just about winter after all, so a few might come in useful). Type it in and run it, and then decide whether or not to Save.

1 REM Snowflake
2 REM
3 1 REM Snowflake
4 by Chris Green
5 REM.
6 10 BORDER 0: PAPER 0: INK 7: B

---

If you fancy sending something in for next month's Pitstop (and you really should, you know - there's that £50 prize for the best program up for grabs) the address is Program Pitstop, YS, 30 Monmouth Street, Bath BA1 2BW.
ATOMIC ROBO-KID

“BRILLIANT GRAPHIC TOUCHES TOTALLY BRILLIANT AND EXCEEDINGLY TOUGH GAMEPLAY - A POTENTIAL CULT HIT OF THE YEAR”

Commodore User

AVAILABLE ON ATARI ST, COMMODORE AMIGA, COMMODORE 64
There were six (or so) in The Abyss, quite a few in the Vietnam war (apparently), and even one in Baywatch! What are they? They're the Navy SEALs, that's what — amphibious American SAS types who've been around for ages but only just been spotted by Hollywood. Now Charlie Sheen and 'that bloke out of The Terminator' star in a new movie all about them, and Ocean (rather suitably, seeing the nautical connection) have the licence. Matt Bieby dives in...

What, you mean there is a movie? Yep, trad so, though when you'll get to see it... UK cinema's anybody's guess. It may be out by the time you read this, it may be other Christmas — who knows? It could even be one of those films that goes straight to video without any cinematic release at all, although if the Middle East crisis continues to hog the headlines (as the producers are no doubt hoping) you can be sure it'll be straight out there washing in. After all, the movie tells of a hostage-rescue attempt from a war-torn Middle Eastern country — spookily close to real life (it'salso reportedly a little bit crap, but then you can't have everything, can you?)

So what's the story? Well, in the film a US Navy helicopter is shot down over Beirut and the pilots captured by 'ragheads' (as our heroes affectionately call them). Then get some scene-setting stuff with our heroes, their fed's of a hostage-rescue attempt from a war-torn the lime you reed this. It may be other Christmos

One seriously colourful explosion — whatever was standing there 5 minute ago hasn't stuck around (hardly surprising), though our hero's a bit singed too. Perhaps a machine gun (very useful), a flame thrower (the main reason we had that in there is because we couldn't think of anything else) say the programmers) or a grenade launcher (which acts like a smart bomb, clearing the screen). They all have limited ammo though and you need to back to your ordinary rifle when they run out.

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A nifty platform (but not many ladders) sequence from the first load. We've obviously been this way before (and left some dead terrorists behind us).

Faintly unusually, all the baddies (of which there are four major types, each with different characteristics) die after being touched by only one bullet - as do you. There is no beat-'em-up element - if you're shot once you die. It's as simple as that. (Okay, it's not quite that simple - you lose dozens of energy if you touch a baddy try bumping into him, but we'll completely ignore that for the moment, shall we?)

Load Two - The Streets Of Beirut

This is much more your typical Speccy beat-'em-up-type game, only using guns instead of fists. Originally coded to work in 48K mode (before the 128K-only decision was taken) it's since been spruced up a bit with new music and so on, but still quite clearly betrays its roots. Based fairly closely on a section of an actual Beirut street plan, it's a rather massive single-level run-around sort of thing, with some neat touches (the bullets all have shadows so you can see exactly where they'll hit) and a handy map option that you can switch to at any time (showing where you are, and where it is you're trying to get to).

As with the first load you have five Navy SEAL characters (i.e. lives) to work through as you run around trying to find the safest and quickest route through the map to your objective. For instance, you might want to avoid walking straight ahead - go that way and you bump straight into three giant baddies, a man on a motorbike (very hard) and then an armoured car (absolutely blooming rock hard).

Meanwhile, check out one SEAL, loads of 'ragheads' and massive mignt...
IVAN ‘IRONMAN’ STEWART’S

SUPER OFF ROAD

GRAB THE WHEEL, AND HIT THE NITROS!

“Highly recommended” - The One
“Simply the best - and will be for a long while yet.”
94% overall - C&VG

“Best overhead racing game on the market and a must for all racing fans.”
92% overall - Sinclair User Classic

“A great game full of road wrecking fun.”
90% overall - A Crash Smash

THE ARCADE SMASH!
CONVERTED BY

1990 Virgin Mastertronic Ltd
Graftgold Ltd
Licensed from the Leland Corporation
Virgin Games is a trade-mark of Virgin
Mastertronic Ltd. Leland is a trademark of
the Leland Corporation
But what’s a Plus D Interface? A good question. Well, it’s a very handy little doobie is what it is — allowing any Spectrum owner to keep his (or her) games or other programs on disk and load them into their Speccy in seconds. Using the industry standard 3.5 inch disks (ie the same as an ST or Amiga, not the three-inch things you get in +3s and Amstrads) it allows you 800K of storage space per disk — enough for around 16 Speccy games! With one you can quickly transfer all your tape programs to disk and then load each one in seconds — and much more reliably too! You may remember Miles Gordon Technology used to market and distribute these in healthier days — all that’s happened now is that Datel have taken over the manufacture of the interface and packaged it with a disk drive and all the relevant cables. So now you don’t have to go out and buy them separately. Handy, eh?

So what exactly can I win? Five lucky Spec-chums will each get their mitts on a complete Plus D/Disk Drive package worth a cool £129.99, courtesy of manufacturers Datel Electronics. Each pack contains a Plus D Interface, a 3.5-inch double-sided format disk drive plus all the relevant cables. Now all you need are some 3.5 inch disks!

But there’s a catch, isn’t there? That’s right, but it’s not much of one. Although the Plus D/Disk Drive is quite simply the fastest thing you’re ever likely to come across in your entire life, there are plenty of other swift things around to rival it. All we want you to do is answer these simple questions...

And they’re worth £129.99 each! (Blimey!)

1. Which is the swiftest planet?
   a. Saturn
   b. Mercury
   c. Venus

2. Which is faster?
   a. The Shoe
   b. Beef Cutlet
   c. Red Rum

3. Who is the speediest yachtsman in the whole universe?
   a. Pete Beale
   b. Eric Beale
   c. Arthur Beale

4. How fast can a centipede travel?
   a. 1 mile an hour
   b. 1 kilometre an hour
   c. 1 metre an hour

5. Who wrote music the quickest?
   a. Beethoven
   b. Chopin
   c. Mozart

6. How quickly can you get a cup of coffee out of the YS coffee machine?
   a. One millisecond
   b. Oh, just under a minute or so
   c. Just hang on while I fix it

Right, once you’ve done that put your answers and your name and address down on the coupon, cut it out, stick it on to the back of a postcard or envelope, lick the stamp and send it off to If You Think That’s Swift You Should See My Mother Compo, Your Sinclair, 30 Monmouth Street, Bath BA1 2BW.

RULES
- Datel Electronics and Future Publishing staff are already too fast-living for their own good so they needn’t bother filling in their coupon.
- Supersonic-speedy missiles must get here by December 31st 1990.
- Matt is the universally-acknowledged chief rapid (rabbid?) one here, so his word is absolutely final. Any arguing will earn you a swift clip round the ear.

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Name...........................................
Address...........................................

Date: __________________

Post Code: __________________
Greetings, Spec-chums, it's me again – Matt Bielby, Earl of Bath and Lord of all I survey (ie the shed and Andy). Oh dear, all I survey seems to be a bit on the crap side actually. Anyway, I've been thinking about Finland again (don't ask me why) and decided to look it up in my encyclopedia. Here's what it said – "A republic of northern Europe, independent since 1919. Finland is largely a barren ice-scoured shield." So there you have it. Holland's The Land Of The Clog and Finland's a Barren Ice-Scoured Shield. More generalisations next month, but for now it's time for your useless letters...

BLACKMAIL
If you don't print this I will tell everybody. Your Sinclair's phone number. If you don't think I know it then you're wrong, because here it is - 01 631 1433. See?
Scott 'Dangerous' Brown
Dundee, Scotland

KEEPING ABLBREST
We've heard enough about boys' underpants in the last couple of issues. Well, now it's the girls' turn. Here are some bras for the future.

Marie Duncan
Ipswich, Suffolk

Yikes. According to what's scrawled on the back, this rather unkind piccie of Marcus is the work of some bloke called 'Destrakte', from Frizington in Cumbria. Whether that means he's going to jump up and down on his three free games when he gets them we haven't the foggiest, but we do know that you could win the same prize if you send in something just as good. Remember, black ink only please, and the address is 30 Monmouth Street, Bath BA1 2AP.

HINT FOR THE SMARTIES
Who rattled your cage? And soggy cornflakes without sugar are useful (you can make models out of them). Anyway, to be fair, I have to admit you do have a point. Yip, I can't deny it. A very valid point. If someone asks you a sensible question then give 'em a sensible answer. Geddit? (You better or the boys will be round.)
Darren James
Arbroath, Scotland

THIS MONTH'S LECTURE
I think you are a stupid git! (Blimey. Ed) In the September issue two students wrote to you asking for information about how you produce your mag. You replied with totally obscure answers that would be about as useful as soggy cornflakes with no sugar. Next year I will be in the same position as these people and if I have to write away to businesses I would hope to get a serious reply - not the tripe you feed to your readers. Maybe your mag is supposed to be funny, but enough is enough. If someone asks you a sensible question then give 'em a sensible answer. Geddit? (You better or the boys will be round.)
Darren James
Arbroath, Scotland
COMMUNICATION QUERY

I am writing to ask you for some information on communication with computers. I am doing a topic at school on communication with computers and I need as much information as I can get!
Robby Beilshaw
Wigan, Lancs

Right, I'm on the case! Um, communication with computers then. Er, well – computers don't actually understand you when you talk to them. I should know, because when the office +2A refuses to load games I always say something like "Okay, +2A, either you load this game or I'll open you up and pull some of your chips out". But it never works. The stupid thing obviously doesn't understand the threat. Maybe computers understand other languages, but I can tell you this for sure: communication with computers in verbal English is a definite no-no.

POST OFFICE GUERILLAS
Enclosed are some biscuits to have with your mid-morning coffee.
Mark Williams
Swavesy, Cambridge

A thoughtful gift, but you may be interested to learn that your letter was eventually delivered to me enclosed in a Post Office polythene bag which was marked "Found open or damaged officially secured". There was also a covering note...

Wonderful World of Speccy

Every month we receive letters from countries outside Britain, as you all know, and this month it's the turn of a country that's in the news rather a lot at the moment. Try and guess which one. No, not Belgium. We'll give you a clue – OIL. And here's another – IT'S NOT IRAN OR SAUDI ARABIA. Got it? Yup, it's Iraq! (Corks!)

bewitched

My name is Mohamed Thamer from Iraq and I already have got subscription in your magazine and since then there are no other Spectrum magazine able to be in advance and bewitch us like a post office. Now advertising.

wooderful world of speccy

hostage

I am holding a Spectrum gun and if you don't comply with my demand, I will blow it up and my family will be killed. Your magazine will be a disgrace
Richard Phillips
Solihull, West Midlands

Hold on a minute, you didn't say what your demands were – so there's no way I could comply even if I wanted to. Could you ask your family to put your remains in a jiffy bag or something? It'll save an awful lot of cleaning up this end (the shed's in a bad-enough state as it is). Ed.

AD INFO

As part of my GCSE course in Business Studies I am learning about different aspects of the media. I have chosen advertising. I have seen adverts in your magazine and would therefore appreciate some information on advertising or the media. I'm sure it will be easy to learn about adverts from a magazine as respectable as yours. Adam Gwilliam
Chippenham, Wiltshire

Thank you. It is a respectable magazine, isn't it (even if it is slightly on the crap side)? Anyway, I'm glad you asked and will do my level best to help you with the media theme. I know I'll look it up in my encyclopedia. Media (médie) n., pl. -diae (diae). 1. The middle layer of the wall of an artery or vein. 2. Any of the many veins on an insect's wing. There you are, that's media defined for you. Now advertising. Um, I think it's got something to do with people trying to sell you things. Ed.

Points One, Two and Three

Some points for you...
1) Isn't Neighbours getting stupid? Why do people keep getting knocked out whenever they trip over a step? Is Beverley really the only nurse in the hospital? Why does everybody keep going to live in each other's houses? And why doesn't someone accidentally drop an atom bomb on Lassaters?
2) In reply to Thomas Court's letter in a recent issue – I don't know what you Germans are like, but most British people wouldn't, after paying 150 quid for a +2, send it off to you in Germany for a mere £20.
3) I find carbonic acid tastes best on chips, or even sodium hydroxide.
Spotting this must earn me a Transpotter or my name isn’t Mark.
Mark Tilling
Orford, Cheshire

I phoned the Chief Registrar of UK births and got him to do a bit of checking up for me. And it turns out that your name isn’t Mark at all. It’s Reginald. You got your own name totally wrong and therefore (because of the law of Transpotter claimants having to have Transpotter-free letters) don’t qualify. However, seeing as I’m in a ‘ripper’ mood this month I am actually going to let you have one! Touch and go for a few seconds there, wasn’t it? Ed.

SILLY JONATHAN
I claim a Transpotter Award! In the September issue, in Bargain Basement, Jonathan Davies reviewed Gary Lineker’s Superkicks. However, the screenshot printed with it was of Gary Lineker’s Superstar Soccer. Both games are crap, but they are different nonetheless. Is Jonathan going mad? Obviously he can no longer tell one game from another. This brings his reviewing skills into question. He confesses to being totally crap at most games. I believe the review of the Warthog would make a better reviewer (even if he is dead). Even Dunc was better.
Alan ‘BananaMan’ Liddle
Rochester, Kent

Poor old JD really does take some stick. It’s not his fault he’s crap, it’s just that he was dropped on his head when he was nine. But what do you mean, “Even Dunc was better?” No-one’s worse than Dunc – he’s a cell-free zone when it comes to the brain area. Anyway, back to the Transpotting. Can you have an award? Um, eeeeny meeiny mino. Er, no, you can’t. (Predictable, aren’t I?) Ed.

ALL IN A NUMBER
I am claiming a Transpotter Award because on pages ten and eleven in issue 57 the number of the Smash Tape at the top of the review said 33, when in reality the number should have read 34.

Never have both at the same time though, or they will react on the chips to form table salt (which is a deadly poison).
Andrew Wood
Basildon, Essex

1) Ah, Neighbours! My ‘fave’ isn’t ‘getting’ stupid by the way, it’s always been stupid – but in a rather fabbo sort of a way. Did you know that every single inhabitant of Ramsey Street has (for at least two episodes) lived with Des Clarke? And isn’t Todd a thumpable little git? But what’s really got to me recently is the new ‘mega-mix’ of the theme tune. Have they gone overdub on the reverb or what? It’s appalling – even worse than the original. I’ve written several stiff letters to my MP and I urge everyone else to do the same. (George Gardiner, The House Of Commons).
2) You’re probably right.
3) Why has nobody come forward to sing the praises of tomato ketchup? Ed.

AMSTRAD CRAPTION
I would like to bring to your attention a part of that ‘duster’ Amstrad Action. This ‘firefighter’ comes out of the same offices as YS so, when reading through a friend’s copy, I was surprised to see (and I quote) “That shameful rag… available from all bad newssagents… that Matt Belby fellow…” all referring to YS! Now then, after that I reckon you should give them a bit of abuse as well – and make it really mean, will you?
David Whitehead
Wigan, Lancashire

I think I’m with you on this one, yes. I’m going to let them have it with both barrels. I am not going to mince my words, you can count on that. Here goes then. Err, Amstrad Action – er, it’s sort of not, er, particularly fantastic, is it? There. That told them. Ed.

Action – no, it didn’t. Andy. Okay… Amstrad Action – it’s a pile of old jobs! Ed. That’s better. Andy.

KINDLY LEAVE THE STAGE
We’ve had jokes from Bolivia, jokes from Pakistan and jokes from Finland – and they’ve all been crap. Well, now it’s Portugal’s turn to be equally useless, and it’s all thanks to Eduardo Marques of Espinho.
Take it away, Ed baby…

Q: If you mix a cow with Turrican what’s the result?
A: Mooooooorrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:
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If you pick orange you must be a fan of Michaelangelo and the Nunchuku turtle fighter!

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How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition!! If you'd like to become one of the Turtles and fight to save April O'Neil just call 0898 404640, play our easy quiz and you could be that winner!

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These lines are unofficial and have no connection with the featured characters or their business organisation.

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Matt Puzznic is a puzzle game. In fact, it's just about as puzzle-gamey as they come. Basically, your job is to make like-coloured blocks disappear by getting them to touch each other, so, yes, if that sounds to you exactly like Plotting then you'd be right. True, it's not quite as pretty to look at (smaller blocks and not as much colour) but I reckon there might just be a more involving game lurking in here somewhere. Let's take a look, shall we?

But first, a little aside of my own. Don't you think it's weird how Ocean should suddenly release a couple of very similar puzzlers after years of having bags of success with action-type games and totally ignoring anything the slightest bit cerebral? Both Puzznic and Plotting are side arcade conversions, which maybe gives them a bit more appeal (puzzle games are well known for getting loads of accolades in the magazines and then selling about three and a half copies), but it'll still be interesting to see if the Ocean marketing machine can make much of them. (It deserves to, because, as we've come to expect, they're both rather good.)

But onto the matter in hand. Puzznic - what is it, and how does it work? Well, take a look at the screenshots (always a good place to start, I feel). As you can see, each level is a sort of single-screen-shape thing, filled with little blocks of various designs. You control a cursor which you use to lock onto any brick you choose and then shove it to the left or the right. That's it though - you can't do anything else - so if your block falls off a ledge and down some hole (there's gravity operating on these screens, see), you can't do anything to get it back. (Well, not without manoeuvring it onto one of the occasional lift platforms - it moves up and down the screen, and can be very useful when you're trying to get to those difficult-to-reach little corners.)

Oops! I've not said what it is you've got to try and do yet, have I? Well, as is so often the case with these games, the plan is to clear the screen by getting the like things together so that they cancel each other out and disappear. Each screen has a time limit, and each game a number of retry options (so if you've managed to cock things up badly there's no possible way block A can be made to touch another block. A you can just abandon the screen and try again). Cleverly, any time you pick options (like switching from little icons designating the blocks to a numerical system), or pause the game for any reason, it sticks a massive sign over the play area, so you can't work out how to complete the screen while the clock's not running.

Right from the start this game oozes a certain sort of elegance. You can tell it's one of those really-well-thought-out little Japanese numbers - the learning curve is exactly right, giving you easy screens to start with and gently introducing you to new elements of the game, letting the really tricky stuff sneak up on you almost unawares. Complications like using the moving platforms (so you can sometimes get a brick to travel upscreen after all), having to complete two different but unconnected areas on the same screen, and - the real killer - having an odd number of the same design blocks to get rid of (meaning you've got to get at least three to touch at exactly the same time!) are all introduced neatly into the gameplay. This is a class act all right.

Faults? Well, the small monochrome blocks (apparently they tried colour in an early version but there was loads of clash when they fell) and the lack of any endearing character to give you an immediate handle on things mean it's more abstract and less instantly-appealing than, say, Plotting. Working your way through all the early screens to get to the one that's stumped you can be a bit of a bore too.

That said though, it's a very clever and addictive little game, worked out perfectly, programmed well, and, for what it is, damn near perfect. We may have given Interior Design blocks to a numerical system), or pause the game for any reason, it sticks a massive sign over the play area, so you can't work out how to complete the screen while the clock's not running.

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That said though, it's a very clever and addictive little game, worked out perfectly, programmed well, and, for what it is, damn near perfect. We may have given inferior puzzle games higher marks than this before (perhaps because we hadn't seen so many similar ones at the time) but if you liked Klax (which I don't think was as good as this) or...
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Closing Date 31st Dec 1990
Yikes! What's happened here? Well, not to put too fine a point on it we've spruced things up. More tips, better design, and big money prizes. Here's JONATHAN DAVIES with the gen...

**TIP O' THE MONTH**

**GRUMBLES**

The first badge of the month goes to Milan Graf, our Bratislavan correspondent, for this distinctly Czechoslovakian tip.

When the plane soars up and starts flying press down everything on the left-hand side (except the reset button, please). You'll find yourself back in the menu. When you start again you'll see the plane is flashing still. That's the cheat - you can fly through anything! But remember you can lose your lifes, this cheat is only a little help to win this game.

Erm, right. I think it's a case of 'trying that one out' really to suss out exactly what he's on about.

Congratulations, Chris. You've earned yourself a badge.

And here are a couple of back-up tips from Kevin Dewsbury.

• Sylvie can't use a gun.
• To use a gun, first collect one from weapons (second floor). Then wait until a zombie appears. Select the gun in the object window and click on Use (the hand holding the spanner). The arrow (or fist) is replaced by a cross. Always aim directly for the head.
• Certain things can only be done at certain times. If something fails to work, try again later.
• If you're in a room with a dead body your health may go down so be careful.

Just as I'd given up all hope of receiving any tips for this, Chris Jordan kindly wrote in. So he can have one of this month's two games. Bravo!

**ZOMBI**

- The energy bars illustrated beneath your character in the status box are:
  - H Health. This can be refilled by entering the first aid box in the hospital (third floor). Then open the small wall cupboard and collect the first aid kit.
  - F Food. This can be replenished by visiting Macdonalds (second floor) or the butchers (ground floor) and clicking on food.
  - S Stamina. This can be replenished by visiting the furniture shop on the ground floor, pointing to the bed and pressing Fire.

- * Keep the pilot alive as the helicopter cannot fly the helicopter.
- * Sylvie can't use a gun.
- * To use a gun, first collect one from weapons (second floor). Then wait until a zombie appears. Select the gun in the object window and click on Use (the hand holding the spanner). The arrow (or fist) is replaced by a cross. Always aim directly for the head.
- * Certain things can only be done at certain times. If something fails to work, try again later.
- * If you're in a room with a dead body your health may go down so be careful.

**TIPSHOP**

- AMC 48
- ATOM ANT 44
- CABAL 44
- FIGHTING SOCCER 44
- GAZZA'S SUPER SOCCER 44
- HEROES OF THE LANCE 44
- LORDS OF CHAOS 48
- SCRAMBLE SPIRITS 41
- TURRICAN 44
- RUFF 'N' REDDY 44
- ZOMBI 41

**TIPSHOP**

- TIP O' THE MONTH
- MIDNIGHT RESISTANCE

- THE YS MEGAMAP
- DELIVERANCE - STORMLORD II

- DR BERKMAN'S CLINIC
  - featuring Stifflip And Co, Thanatos, King's Keep, Ghouls 'n' Ghosts, Castle Master & Flunky

- PRACTICAL POKES
  - featuring Turrican, Space Harrier II, Pipe Mania & Monster Munch
You'll be pleased to see that there are heaps of tips for this one, which, erm, rather makes a pig's ear out of the Tip O' The Month £50 prize. But fear not! I 'ave a plan. I reckon the stonkies' 'entry' has to be this comprehensive map of the whole thing by someone calling himself Graeme The Troll. So I'll split the dosh up and give him, ooh, £20, how's about that? Seems fair to me. (All he needs to do now is send me his address, the clot.)
Next is the traditional Baddie Guide from Steven Clappison - £12.50 to you, mate, and to very much.

**Men**
One hit with anything. Watch out for them sneaking up from behind.

**Big Tank**
Dodge its shots, then shoot at it. Or dodge its shots while using homing missiles or a shower.

**Missile Launcher**
Jump to the top of the screen and shoot it with a shower or your gun. Jump away from any missiles.

**Gun Tower**
Just duck and shoot it with your gun. It won't hit you.

**Big Cogs**
Run to the right and shoot upwards while using a shower. If you don't have a shower then run to the other side of the screen when the cogs are about to rough you up.

**Arrows**
These can't be killed but they're easy to avoid.

**Guns**
One hit with anything. Easy to dodge their shots.

**Level Two Cogs**
You can't kill these so just keep to the centre of the screen.

**Men With Jetpacks**
While on the lift, shoot the men at the bottom and use a shower on the man at the top.

**Level Three Cogs**
Either use your shower or run left and right while shooting upwards.

**Eye Tower**
This shoots at you when you've killed the big cogs. Shoot the eye between its shots.

**Planes**
Use homing missiles on it and run left and right to dodge its shots.

**Big Helicopter**
Stay ducked and fire homing missiles. Otherwise, shoot it while staying ducked.

**Big Ship**
The large guns shoot missiles. The small guns fire bullets. Just keep shooting up and dodging bullets. Not as hard as it looks.

**Mechanical Snake**
This flies around, shoots at you and then settles at the centre of the screen. It then moves towards you, so jump over it.

**Faces**
These aren't very powerful but there are lots of them. Their bullets are difficult to dodge so keep shooting and using your pack.

**King Crimson**
Not as hard as he looks. He spits worms and brains at you. Lie down at the far right of the screen and shoot the worms and King Crimson when they come near. Do the same when he turns into a brain.

**Electric Beams**
These don't fight back, so just shoot them with the gun. Don't waste missiles or showers on them.

**Cogs**
Just stay ducked and shoot them. (Easy, really.)

**And finally here's a cheat from Brendan Haddish...**

When in the weaponry shop, get the fire gun by jumping under it. Then hold down fire and jump up to get the gun to the right. Instantly you'll have 999 fireball weapons. Good, eh? S'pose you want some money too, eh? We've only got £5 left... (Snatch.)
Here's a cheat mode for what is apparently a Hi-Tec cheapie. And it's from none other than Oliver Twist, who's probably heard them all before so we'll just keep quiet, eh? Did you know there's a cheat mode for Cabal?

I just... Oh yes. Well, what you've got to do is type in PROLO to get to the next screen. I see.

GOTTA GAMESNAG? SEE THE SPECIALIST!

Brr! It's cold in this office. Nurse, throw another patient on the fire. (Thud.)

That's better. Now, where were we?

STIFFLIP AND CO

Ah yes, the gamesnap of aged mucker Mike Waipole, who was chronically glued up on this strange hybrid adventure-cum-arcade game in ways that hardly bear repeating. (What do you mean, 'long cells'?)

Just one Clinician, though, was able to furnish Mike with the correct answers — another of this column's old tags, Ken Green. Right, Ken, what do you do with the rubber glove?

"Ah, the Professor needs that, when opening the box which Stifflip previously collected the poisonous spider in. As for Michael's other gamesnap — how to get past the snake in. As for Michael's other gamesnap — how to get past the snake in."

Actually Neil's explanation goes even further than that, but you don't want to know everything, do you? (Ha.)

KING'S KEEP

Another Clinician in deep digs is Matthew Leggett, who dropped me a line with about 569,836 different gamesnags, only one or two of which we can deal with here. How can we help you then, Matt?

Q: Well, first, how can you help the Crazy Old Man and the Court Jester?
A: One of them needs the bone, the other the playing card. I'll leave you to sort out which is which.

Q: Where is the scroll and how do you get it?
A: Look in the chest but remember, you must hold a key first.
Q: Also, I cannot get the bucket in the wash room.
A: Mmm. Try putting the magic stone inside the cooking pot. Alright?
A: What?

GOULS AND GHOSTS

Andrew Dodd it was who couldn't get past the body and the head at the end of Level One. Disembodied corpses tend to give me a bit of trouble too, Andy, especially first thing in the morning. But could anyone help? You betcha, Ian Norris, Chris Watret and The Mad Goalkeeper From Hell (these wacky nicknames have got to stop) all supplied useful answers, which boil down to this — walk up to the body he moved towards you, then run back to the wall. Turn and face it, and as it tries its balls at you (fear), jump over them and, at the same time, throw it in the face. As Ian put it, "You may take a while to master, but if you can get past it every time." And, adds James McConnell, "the best weapon to have at this point is the dirk and try to have mega armour too."

Thanks, boys — badges in post.

CASTLE MASTER

It doesn't surprise me one little bit that Clinicians are having probs with this glumy little number. Indeed, Graham Turner (Mr) was but the first of thousands to write in, wondering how to get the object off the wall in the cavern under the hot bathes, and where to find the key to the stable. Quick as a flash, here's Martin Farrell (Mr): "To get the key off the wall under the handsome position will appear the and face the door. Turn round and right up to the wall and look up. Make sure the round cursor is on-screen, then turn until the cursor is over and keep it. Then, keep it, or else it will stop moving on."

Aye, and I will, Martin old chum. I'll even take my cursor with me.
The game of the film!

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: (044 486) 761
Can't quite believe your eyes, eh? Well, it's true! From now on, we're going to be printing a complete full-colour map of a recent Speccy release every single month! And first up, it's the turn of the fabby-wazzy Deliverance – Stormlord II (a YS Megagame no less, fact fans). Many thanks to the game's programmer Raf Cecco for taking all the screen grabs (worra guy, eh?), and also to Paul Chamberlain at Hewson for whispering this little tipette into my ear – type in MULTIPLE for infinite lives. Not a bad start, I'm sure.
**PRACTICAL POkses**

Tucked away in a corner, but no less magnanimous for that – it’s JON NORTH!

I’ve just finished four days at the Computer Entertainment Show, and now I’m absolutely exhausted. Never again (although I seem to remember saying that every year since 1985). Okay, here are some POkses.

**TURRICAN**

Crooble Smith of Kirkcudbright makes his debut this month, with a compact hack for this splendid Ocean game. It gives inty lives, gyroscopes and energy – can’t be bad. Thanks, Crooble, and keep ’em coming!

10 REM Turrican by Crooble Smith
20 CLEAR 42496
30 LOAD "CODE 42496
40 POKE 42520,111: POKE 42521,166
90 FOR f=42607 TO 42621
  10 REM Pipemania by Andy
  20 POKE 23739,0: POKE 23740,22
  30 POKE 23659,0: LOAD "SCREENS
  40 LOAD "CODE: POKE 34011,0
  50 LET a=USR (PEEK 22526+256*PEEK 22527)

By the way, Andy, you forgot to load the game in your Monster Munch POkses!”

**SPACE HARRIER II**

After reading How 2 Hack, Gerard Sweeney and Matt Lynch from Lanarkshire in Scotland sent a big bunch of routines. Here are their Space Harrier II POkses, which give infinite lives. The counter goes up to 99 whenever it reaches zero.

10 REM Space Harrier II poxes
20 POKE 23824,D CLEAR
24575
30 LOAD "SCREENS
40 OVER 1: INK 8: PAPER 8
50 PRINT AT 0,0
60 LOAD "CODE
70 POKE 40912,0
80 RANDOMIZE USR 40600

**THE ANDY RYALS BIT**

This month, regular Practical Comalicus

POKER Andy Ryals sent some Pipe Mania and Monster Munch POkses, and, er, here they are...

10 REM Pipemania by Andy
20 POKE 23739,0: POKE 23740,22
30 POKE 23659,0: LOAD "SCREENS
40 LOAD "CODE: POKE 34011,0
50 LET a=USR (PEEK 22526+256*PEEK 22527)

By the way, Andy, you forgot to load the game in your Monster Munch POkses!”

**THE DECEMBER RIP-OFF MERCHANT**

This month’s “dodgy POkses” were sent to me by Mark Keith of Bishops Waltham. How did I know they were ripped off? Because I wrote them! I was very own Speedlock 3 MultiPOKE! If you don’t want to look silly in front of thousands of people, don’t send in nicked POkses. (I warned you I’d print names!)

**RIGHT...**

I’m off now to start researching six years’ worth of Speedlock for next month’s “How 2 Hack special. Meanwhile, if you’ve got any routines you want to share with the world, address them to Jon North, Practical POkses, YS 30 Monmouth Street, Bath, Avon BA1 2BW. Bye-eed!

**HEROES OF THE LANCE**

Rich Appleton is one of those slightly strange Dungeons And Dragons people, so no surprise that he’s been deriving great satisfaction from US Gold’s computer version of the game. He thought he’d share his experiences with us...

In the last part of the ruins before the tunnels, use Ralston Majere to jump stepping stones. Then change character to Flint Fireforge (I find Fire the best for tunnel use against the giant spiders). (No, you can’t beat him, can you?) Use Cure Critical Wounds if needed to bring him up to full power, and if you meet giant spiders use Charm or Sleep on entering combat. This may have
as many as possible. Have a mana of at least 105.

Send a demon up, avoiding the trap by keeping to the edge of the corridor. Send another creature, preferably a harpy, up behind him. Use demon to clear enemies and harpy to pick up key. Use harpy to throw key behind. Pick up diamond. You will soon come across a dwarf. Kill him with the demon as it is a very powerful dwarf. Move right until you come to a room with a scroll and a head painted on the wall. Attack the head to reveal exit from this room. Your wizard should be riding a pegasus by this point. Cast as many undead creatures as possible, as Ragairil will have spectres, zombies etc. Go up.

To get past chasm, use a 'human shield' of dwarves, pixies etc to block line of sight from archers to your wizard.

Wait until the pegasus your wizard is riding has full stamina and action points. Then belt along to the right as far as possible, jump off, go up corridor and through door.

By trial and error you'll find bits of wall you can walk through (in long corridor with teleport at one end and scroll at other). Walking through one of these will teleport you into a room with a diamond in the middle and a door.

When you go to pick up the diamond, fire will surround you. Cast a flood spell at this to extinguish it. Give diamond to wizard. Go through door into room with wooden floor. There is no roof, so tell your pegasus to fly, and go into central room (portal should have appeared by now). Dismount wizard and leap into portal. You have now completed Lords Of Chaos.

And finally it's back to Ian Marsh for a Level Three map, who, for his toils, earns himself a game of his choice.

---

(For a Level Three map, who, for his toils, earns himself a game of his choice.

1 Avoid the centre square. It sets off a 'floor vine' trap.
2 Get key.
3 Avoid centre square. It sets off a 'floor trap'.
4 Unlock door, open chest and take contents.
5 Put one of your monsters on this (preferably the weakest one)

and select End Turn. When you start your next turn the monster will have gone and four locked doors will have appeared. Open third one, open chest, take contents.

6 Walk into wall with head on it.

7 Use lightning and magic bolts to kill troll and giant. Don't stay where they can see you — use sniper tactics.
8 Unlock chest and take contents.
9 Use your wizard only here. Leave everything else behind. Pick up diamond. You will spring a trap. Don't worry about this. Now you must continually End Turn until you have enough mana for a teleport spell and some attack spells. If the portal hasn't appeared yet, wait for it. Then teleport towards the portal. Kill Ragairil and make a dash for the portal.

the desired effect on the spiders and Flint will be able to kill them easily. If not, keep a close eye on Flint's strength during combat (you may have to use Cure Critical).

Right, here's what to do on entering the tunnels (and bear in mind that all directions are compass directions followed by joystick directions)... Go west (left). At next junction, south (down) then south again (right). Circular exits should be in view. Take fourth circular exit. East (up) then east (right) to end of tunnel. North (up). South (right) to circular exit. East (up). East (right) to circular exit. North (up). North (left) to circular exit. East (up). East (right) to circular exit. North (up). North (left) to circular exit. East (up). East (right) to third circular exit. North (up). North (left) to shiny

---

My new Dubliners cassette has just finished and so, by the looks of it, has Tipshop. Alors, while I'm waiting for the tape to rewind, perhaps you'd like to send me all your tips, hints, maps and cheats, so I can send out £50 to some lucky bod (or bods) and a couple of others some games. And the address remains the same.
Epyx/$10.99 cass
Matt Now this is an odd one. It's not a flight sim, not really (though it has a great deal in common with one), and it's not exactly a shoot-'em-up (the controls are far too complicated, and there's not really enough around to shoot at most of the time). I guess it's a bit of an in-betweeny really, which makes for a rather strange game. Luckily though, it's also rather fun (for a while).

SNOW STRIKE

The scenario is some dodgy old thing about military strikes on Columbian drug barons. Your plane is apparently some scoopa-doopa brand-newie, though from the loading screen it looks exactly like an ordinary old F-14 Tomcat. There are ten missions, half land-based and half carrier-based, blessed with such intriguing titles as 'Demolish drug warehouse' and 'Sink enemy aircraft carrier'. They follow more or less the same general pattern - take off (easy), fly about a bit (hopefully in the direction of your target), fight some enemy Migs (which come in different varieties, but all look the same), identify the target, and get shot down (optional), fly home and land safely (one of the trickiest bits of the game).

There's quite a bit of other stuff in here though, which gives it all more depth. First there's the froiij / the trickiest bits of the game). Then there are the in-game options and information screens. There's the control-room screen. Move the flight-deck officer's hands over his control panel to call up weather status, global status (strategic info like the positions of friendly and enemy bases) and combat status (your performance so far, how many missiles you've used and so on). There's also a special control screen you get when you eject from your plane which helps you float down safely to within pick-upable distance of your home base. And there's a plot records screen (telling of past mission accomplishments and giving points for everything from time efficiency to safety record), and probably a couple of others I forgot. It all gives a bit of depth and atmosphere to what, in the flying sequences, is rather a simple game.

So what of the actual flying itself, eh? Well, taking off is easy enough but then it gets really weird. The graphics do your head in for a start — half are really nice and fast-moving 3D vector stuff (things like the aircraft carriers, the ground-based targets and the like), while the rest is full of not-particularly-impressive monochrome sprites. The clouds are all sprites for instance, as are the enemy planes (which can only be seen head-on, making the dogfights a bizarre combination of real flight sim stuff and Op Wolf-style shoot-'em-up). It really is most peculiar.

Ah, yes. The dogfights. There's none of your usual heat-seeking or radar-guided missiles here, matey — it's simply a case of selecting the weapon you want (either air-to-air missile or a very satisfying cannon), swinging your plane round so you're hopefully facing the enemy, locking the gun (or missile) on and bashing away. There're chaff and flares to confuse incomings too, and you might want to keep an eye on the central radar screen to make sure there's nothing behind you. But that's about it. Taking out land- or sea-based targets is a similar affair — select a different sort of missile (an air-to-surface one), line up your target (easier since it isn't swinging about so much) and fire — they need more hits and blow themselves up a bit better (3D, y'see) but that's about it. This is stuff that'd make you go all wibbly if you never played a flight sim and were just getting bored of ordinary shoot-'em-ups, though for the rest of us it carries a bit of a "So what?" stigma about it.

Everything in Snow Strike seems to have been put together rather well, it's more the overall concept of the game that's at fault. And US Gold, who develop and market 8-bit versions of Epyx games over here, don't seem all that sure what to make of it either — they're insistent it isn't a flight sim, and rightly so, but haven't figured out quite what to call it instead. With Christmas looming, it now looks as if it'll get lost in the rush of titles, which is a shame, because certain aspects (like the speedy 3D graphics) are very good indeed.

Snow Strike will probably win its fans - I just don't know who they'll be.
Well presented, fast, and great fun. ZERO 90%

Lotus Esprit Turbo Challenge has arrived and nothing will be the same again. C&VG 94%

Lotus Esprit Turbo Challenge has arrived and nothing will be the same again. C&VG 94%

One which I could recommend without hesitation. ZERO 90%

This'll blow your socks off. C&VG 93%

Beast is beautifully presented and extremely playable. ZZAP

Beast is a well presented game which offers a long term task. AMIGA ACTION

If you're a fan of arcade games check this one out. YOUR AMIGA 91%

It's Utterly fab. ZERO 89%

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It's Utterly fab. ZERO 89%
Sorrry about the photo. I hope it doesn’t spoil your enjoyment of this month’s column too much. I’d stick something over it if I was you, a beermat, say. Better still, use Tipp-Ex and liberal amounts of black felt-tip to change it into a pic of Saddam Hussein. Luckily, said photo hasn’t had too drastic an effect on the world of SAM stuff so let’s get with it, shall we?

Simple (if colourful) graphics in this Gauntlet lookalike — not really ST quality, is it? Hurrashville Arizonal Those Coupé types at Enigma Variations have got around to releasing their second batch of SAM games. After Defenders Of The Earth (which raised gasps of wonder with its luscious colours and fab sound F/X) I was looking forward to these with gay abandon. The Famous Five, subtitled Five On A Treasure Island, is of course based on the book by Enid Blyton. And, not surprisingly, it hasn’t really made for a gory slash-em-to-death game. populated by girly wearing furry underwear. Instead the programmers have plumped for a ginger-beer-quaffing adventure, where you take control of Julian, Dick, Anne, George and lovable mutt Timmy in a predictably wizard-like” on Uncle Quentin’s spookside island. You can switch control between any of the four (Timmy’s off-limits I’m afraid) and each character has his or her own special characteristics which need to be employed if you’re ever to foil the evil smugglers (or whoever). The graphics that accompany the rather Exchange And Margesque text descriptions are okay but not really up to the ST standard I’d hoped for. The parser is pretty good though and accepts no end of complex syntax. If you like adventures and think Enid Blyton’s books are “good” rather than “completely crap and without any rude bits in them” you might well dig this because the atmosphere seems fairly similar. (Not that I’ve ever read any. I was more of a Secret Seven man myself.) At the end of the day though, in my non-expert opinion (let’s face facts, I haven’t even got a beard) it’s not really anything that hasn’t been done better on the Spectra already.

Next to be slapped into my Coupé was Mind Games I, a compilation of four puzzley games which, according to the blurb on the rather cheap-looking inlay, “will have you returning back time and time again”. Hmm. First to load is Bombed Out. The idea here is to move around the screen collecting flags and defusing bombs before they go kablooie. As with all four games graphics and gameplay are simple and technical standards aren’t even up to Spectrum budget games. Nuclear Waste is the next effort and it’s slightly better. Again, things are really simple with you turning lifts on and off in order to move a nuclear waste canister from conveyor belt to conveyor belt. It’s rather reminiscent of one of those Games And Watch hand-held things (only this version doesn’t tell the time).

Magic Caves is at least a bit more addictive even though the graphics are decidedly dodgy as you try to move a ball around eight different caverns to collect keys and potions. I was hooked for, ooh, seconds.

And finally there’s Blockade, a sort of sliding board game type thing where you need to change all the counters to one colour by surrounding them with other, er, counters. Not really thrill-city-a-go-go and it’s been done a lot better in loads of Speccy £2.99ers.

Basically all four games look like things you used to type out of Sinclair Programs all those years ago. Definitely not fun for all the family, unless your family are weird and like crap games.

Finally there’s SAM Multipack I which is one package bearing two games — Futureball and SAM Strikes Out. The former’s another future sports sim with the idea being to quality in four sub-games in order to take part in a “total challenge” or some such nonsense. The first sub-game involves dribbling a ball around and avoiding things. In the next you have to tackle an opponent without fouling him etc. etc. The graphics are pretty good throughout, with a bit of colour at least being banded around, but (like with the Mind Games package) the actual design of the games is, well, crap. SAM Strikes Out is a nifty platform job featuring that lovable SAM robot, the smug git. To help him “escape the crazy world that he has found himself in” (ahem) you can pick up a few useful things. There are shields for invulnerability, keys, cushions so you can drop further without splatting, and Big Jumps so you can, er, do Big Jumps. Naturally there are various crapily-drawn creatures you can bump into — this is standard platform stuff without any original or redeeming features. Poor, very poor.

And there you have it. Each little sells for £11.99 on tape or disk (£12.99 overseas) and apart from Famous Five (perhaps) I wouldn’t recommend splashing out on any of them. In fact, I’ve got a good mind to heave the whole lot over to Rich Pelley’s Crap Game Corner... Enigma Variations live at (ahem) you can pick up a few useful things. There are shields for invulnerability, keys, cushions so you can drop further without splatting, and Big Jumps so you can, er, do Big Jumps. Naturally there are various crapily-drawn creatures you can bump into — this is standard platform stuff without any original or redeeming features. Poor, very poor.

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**Other Notable Goals**
- Robert Lewandowski (Champions League, 14 goals)
- Harry Kane (Premier League, 28 goals)
- Erling Haaland (Bundesliga, 36 goals in one season)

**Note:** This list is not exhaustive and does not include all players and goals.
So what's all this about a book then? Well, it's simple! You readers have been our chums for quite some time now, and, although you're probably quite content simply receiving your copy of YS every month, we thought you deserved a little extra something. So we've written you a book!

Blimey! So just what's in this 'book'? Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single tip we could unearth for each one!

Okay. I want one.

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THE COMPLETE YS GUIDE TO FILM AND TELLY GAMES

Knowing full well what a square-eyed bunch you are, we thought it was about time you were given the facts on film and television licenced games. Once again, JONATHAN DAVIES was in the wrong place at the wrong time.

(Chuff. Deep, manly voice.) 'In the beginning there were loads and loads of Speccy games. Loads of them. They sold all right, but not exactly in enormous numbers. The trouble was, you see, that none of them seemed particularly exciting. They had nothing that caught the public eye. They were just computer games. Had no "creativity." Then a small cog within a long-since-extinct software house had an idea. "Why don’t we give our next game the same name as an incredibly popular film? Then everyone would buy it just because they’d seen the film and they’d foolishly think the game would be just as good. How about it, eh?" "Er, we could do, I suppose." "Great." "But what if the film company finds out? They might sue us or something." "Oh yeah." "Tch." "I know – we could ask them first." "That’s a point. Go on then." "What? Me?" "Yeah. Give them a ring and ask if they’d mind." "Oh-No. Crises. Okay then." (Dials very long-trans-Atlantic phone number.) "Hello. We’d like to name our new game after your film and we were wondering if it was okay by you. Right... yes... oh, I see..." (Cups hand over receiver.) "They want us to give them lots of money." "Er, well in that case we’d better." (Removes hand.) "Yes, that’ll be fine. We’ll send you some right away. Bye." "Super." "But..." "What?"

WHAT'S A FILM AND TELLY GAME THEN? HMM?
That’s easy. It’s a game for which the software house producing it has had to hand over a vast wad of money to a film or television company so they can call their game “The Sound of Music or Newsgame or whatever. Distinguishing features are, as you may have gathered, the name of a famous film or telly programme

How are we going to come up with a game that’s anything like the film?"
"I don’t know really." "How about if we have a bloke walking around shooting people?" "That sounds fine. I’ll program it right away." And so the film and telly licence was born. It... cough. Choke."
Anyway, film and telly games, eh? Everyone’s doing them these days, as they’re one of the few remaining ways of making serious money with computer games. Run a grubby finger down the charts and you’ll find nearly all the top-sellers are film and telly licences. (Or arcade conversions, of course.)

But why do we keep buying them? After all, just because a game is named after a really brill film doesn’t mean it’s going to be any good, does it? Surely we aren’t buying them simply because of the flashy name on the box? Ern, well...

In the old days, software houses assumed this to be the case, and chucked out a stream of absolutely appalling games with ‘big name’ titles. Things like the Dukes Of Hazard and Highlander were all pretty dreadful, but it was hoped that they’d sell on the strength of their names. But we weren’t fooled. Oh no. The games didn’t sell well, and the companies were forced to think again. Eventually they came up with... the block walking around shooting things idea. And they’ve used it more or less ever since. Lucky then that they tend to be jolly good all the same, and sometimes come up with the odd original idea to spice things up like The Untouchables did, or perhaps Back To The Future Part II.

THE FIRST-EVER FILM AND TELLY GAME
(Purses lips and inhales very slowly.) That’s a tricky one. It ought to be pretty easy to pin down Film and Telly Game Number One, as they haven’t been around too long compared to other sorts of game. Well, I reckon (but don’t quote me on this) it was Terrahawks from CRL, the game of the puppet programme. The thing is, though, I’m sure there was a Blue Thunder game floating around quite a long time before, but I can’t find any reference to it anywhere. So we’ll stick with Terrahawks, eh? And, as was usually the case with these ‘first-ever’ games, it was pretty useless. There weren’t actually any puppets in it for a start, just a whole bunch of 3D wire-frame building things which you had to explore (in a spaceship) in the hope of finding a vortex through which to exit. The ‘Joystick Jury’ (forerunners of today’s Jugglers) weren’t too impressed and gave it 2½. Still, the pioneering spirit was there, and the game was a few months ahead of the first-ever film game – Activision’s Ghostbusters. That was pretty hopeless as well, but did extraordinarily well.
DIFFERENT SORTS OF FILM AND TELLY GAMES

**FILM GAMES**
These form the largest category by far. Just about every major film has a game to go with it, and as there are lots of films that means lots of games. What they're actually good. What you get under the surface though tends to be a very ordinary beat-'em-up or arcade adventure.

**QUIZ GAMES**
Another popular category, this, as television game shows are just begging to be computerised. They're mainly just a case of answering silly questions and filling in spaces on a scoreboard (or something), both things the Speccy is ideally suited to. There's usually the odd question of your host' thrown in for luck, and lots of irritating tunes from the telly programme. Whether they're any good or not is very much a matter of opinion. The programming's usually well up to scratch, and they're always faithful replicas of the telly versions. But, as TV game shows are utter dross, the games tend to be too. Check out Sporting Triangles and Bob's Full House (if you must).

**OTHER TELLY GAMES**
There are all sorts of things left over, of course. There are the Gerry Anderson puppet programmes, which have formed the basis of the odd decent game. There are crusty old series like Flash Gordon. There are modernish American programmes like Knight Rider and Miami Vice which haven't proved too successful on the Spectrum. There are 'cult' programmes like The Munsters and Monty Python. There are kiddies' shows like Bob and Bobbie. All sorts of things really.

**RAMBO Ocean**
This one goes back a bit, being one of the first film games ever. (Quite possibly number two after Ghostbusters.) And, of course, it stars Rambo who walks round shooting people. He's got a large map to wander round though and plenty of weapons to collect, along with an overhead view to make them easier to spot. After dodging round the jungle fighting off enemy soldiers for a bit he comes across the enemy village which can only be got into at a certain point (a bridge, in fact). In there he finds the hostage he's after, who needs cutting free, and then moves on to find a helicopter and fly it to freedom.

Considering its age (five-ish), Rambo isn't bad at all. The range of weapons available is well thought-out, with the ones that do the most damage tending to attract the attention of more enemy troops. The only trouble is the jerky 'flipping' scroll system and the graphics, which tend to be mainly empty black spaces. A good one.

**THE FLINTSTONES Grandslam**
Thank goodness The Flintstones isn't on anymore. Eh? Long, boring and raising only the most canned of laughter, it made 5.30 to 6pm a nightmare every time it was on. Almost makes you grateful that Neighbours came along and took over, doesn't it? A computer version was inevitable though, So inevitable, in fact, that there are two of them - Yaaba Daba Doo, which was a boring wandering-around-collecting-things game, and this one which is more of a multi-stage affair. Again a lot of sub-games, but instead of whatever it is they do there. Finally you've got to rescue Pebbles from a building site. It looks nice, but gets very boring jolly quickly.

*Modern Stone-Age family?* Bit like the Speccy then, aren't they? (Except the Speccy's not a family of course.) Ho ho.
**REST OF TEXT**

**STAR WARS**

Domark

Actually this is more of an arcade conversion than a film and telly game, but we were a bit desperate. It's the game of the Death Star 20 or 30 years ago and still plays well today. The only weird thing is that it's pretty easy to complete all three levels, whereveron you wrap back round to the first and end up destroying the Death Star 20 or 30 times per game. Spooky.

**YES PRIME MINISTER**

Mosaic

The 'hilarious' Downing Street-based sitcom would seem to be virtually impossible to convert to the Spectrum, and indeed Mosaic (who?) had to come up with a completely original structure for the game. Thankfully they avoided a predictable 'walk around Whitewash collecting things and beating people up' game and plumbed instead for a semi-adventure game where you've got solve prime-ministerial problems over a period of five days to get your poll ratings up to a decent level.

The game revolves around your desk, where you receive memos and phone calls informing you of what's going on. The most important events are meetings with your colleagues where you have lengthy conversations interspersed with multiple-choice bits. Pick the right thing to say and your standing improves, with a corresponding increase in your poll rating. It actually works very well as a game, and somehow manages to pack in all the atmosphere and humour of the programme while still being fun to play. It's a bit text-based though, and certainly won't appeal to everyone.

**STREET HAWK**

Ocean

Spy Hunter than anything else, with vertical scrolling, you on a bike instead of a car and plenty of other traffic to shoot/avoid. And that's about it really, apart from a Jump key which lets you, erm, jump over other traffic, a Turbo key for a bit of extra speed and everyone so often a baddy who appears on the road and shoots at you. It's not outstanding in any way, but the graphics are slicker than usual and it's got quite a good 'Street Hawk' feel to it. All that's missing is variety, so it gets boring after a while. Oh, and our resident biker and Art Asst says that "his off-side crankshaft sprocket's not quite to scale". We told him to shut up.

**BIG TROUBLE IN LITTLE CHINA**

Electric Dreams

Well, I've heard of wall-hangings, but this is ridiculous. Let me doown!

The film was probably a bit crap (I didn't actually see it), and so's the game unfortunately. It's a very ordinary scrolling beat-'em-up where you've got to rescue a couple of chicks who've been kidnapped by some baddie or other. There are a couple of novelties. The most exciting one is that it scrolls from left to right (ie your character walks along from right to left), which means that the other innovation isn't very thrilling at all. You actually control three characters, although two of them just follow the third around. You've got to swap between them to take advantage of the special skills of each.

The graphics aren't particularly good, naff animation being their main problem. There's not a lot of variety either - just two main types of baddie and the odd weapon to pick up. But the numero uno snag is that it just feels a bit silly. The character under your control responds very strangely to the controls - not in the least bit 'human' - and the other two look ridiculous following your every move. Worst of all though is that it's just a beat-'em-up with a film's name bolted on. Tsk.

**VERDICT**

Lights Camera Action Cut

52

63 45 41 55

Astrochocks away, Luke! (Oh, and may all that force malarkey be with you.)
BATMAN THE MOVIE
Ocean

Along with RobocoP, which is probably the biggest-selling game of any kind ever, this was one of Ocean's biggest sellers last year. Its success was obviously a result of the film's popularity rather than anything great about the game itself, although it's very well put together and enjoyable all the same.

Needless to say, Batman is the chap you control, and he walks around killing people. Well, on the first and last levels he does anyway. These are easily the best, with Bat-cave and Batarang featuring prominently. The rest of the game consists of a driving bit, which is a bit boring, a flying bit, which is also slightly tedious, and a puzzle-solving bit. The graphics all the way through are great, if a bit monochrome, and the game is generally one of the most comprehensive film conversions around. It's just a bit obvious that all the programming effort went into the walking-about parts, and they're the bits that are just like any other film game. Ho hum.

Bruce Wayne, eh? Madcap schizo fruitbat or what?

PREDATOR
Activision

Either this playing screen is soopa-doopa 70mm or it's very squashed. Take your pick.

Here's another film game, and like so many others its star is Arnold Schwarzenegger. That means, of course, that it's a scrolling shoot-'em-up. It's set in the South American jungle where Arnie's up against not only the usual rebel guerillas but a mysterious alien foe as well.

In a fact, I've just spotted that the scrolling, shooting bit is only Level One. There are two more sections as well (which multiload, naturally) where you actually come up against the alien who's been pestering you all through the first part. And there's also an

LICENCE TO KILL
Domark

Domark didn't have much luck with their early Bond games. They were desperately bad, but the programming smacked of amateurism and they were generally considered to be wasted opportunities. What those first games had, though, which Licence To Kill doesn't, is a reasonable level of originality. They were multiloaders with several very different (if slightly crap) levels, while this one is more of a vertically-scrolling shoot-'em-up with very minor differences between levels.

There are flying levels, driving levels, walking levels and even swimming levels. They're all vertically-scrolling. And they're all quite good. Yes, although it's not brilliant, this Bond game has at least been properly put together. The graphics are fine, it plays quite well and ties in with the film pretty convincingly. But it's still only 'quite' a good film game. It proves Domark can program properly if they really try, but it doesn't really further the cause of licences by extracting much inspiration from the film.

And remember, don't forget the Green Cross Code!

HOWARD THE DUCK
Activision

Howard The Duck started off as a cartoon, progressed to a pretty chronic film (which attracted a limp cult following) and then moved onto the Spectrum. And like the film, the game was projected to be a huge success but wasn't really at all. Howard, then, is a duck, but not a nice, chummy one like Donald or Daffy. He wields a Neutron Disintegrator and is a Quack Fu Master. Rather handy, that, as he's faced with the prospect of having to rescue some of his pals who've been stranged on an island by the Dark Overlord.

So, presumably Howard walks round shooting people? Well, yes he does, but for a change you get an overhead view and Howard's in a maze. There are pools of slime to jump over, rivers to cross with the aid of a jet pack, and plenty of things to collect. And after that there are various mini-games to complete before you get to take on the Dark Overlord. It's all very well programmed and everything, but not all that inspiring.

Impressive but lengthy scene-setting intro sequence where you see the alien landing from outer space. Sadly, however, Level One's a bit on the tricky side, which means that the rest of the game is out of bounds to all but the most hardened game players, none of whom work for Your Sinclair. Still, the first level's quite nice, with pretty graphics and a fair amount of variety. What a shame we don't get to see the rest, eh, readers?
GHOSTBUSTERS II
Activision

So Ghostbusters was the first film game then. And it was a huge hit as well, the first Speccy release to sell over, ever, some huge number of copies, despite being a bit rubbish. So a Ghostbusters II game seemed only natural (or as natural as a small piece of plastic with two holes in it can look), and this is it.

It's a slickly-put-together little number, unlike the first game which was distinctly rough around the edges, and follows the plot of the film very closely. In fact, just in case you're not sure what's going on, it tells the plot as the game progresses along with digitised pics from the film. In-between all this you've got about three sub-games to tackle - a bit where you're descending a shaft picking off ghosts, a horizontally-scrolling shooting bit and something else.

too. The only problem is that all these bits have to be loaded in separately using an appalling multiloader which makes you load everything more or less from scratch every time you bite the dust. It may not sound too disastrous, but it is (believe us) and knocks a good 20 or 30 degrees off what is otherwise a jolly good film game.

Er, it's rather dark and sticky down here. Do I have to go first, guys?

BLOCKBUSTERS
TV Games

Bob fans will find that this one's worth getting if only for the digitised pics of their ageing hero to be found within.

They're even animated (sort of), so Bob reads out the questions and grins broadly when you get one right. Everything else is there too, like the signature tune, the Gold Run and even the odd "Can I have a P please, Bob?" if you keep your eyes peeled.

And if you find the telly version compulsive, the game should set your adrenal pumping too. There are one- and two-player versions to choose between. The two-player game proceeds pretty much like the programme, while in the one-player version you only lose a square if you answer a question incorrectly. And there are plenty of questions. Several load-fills, in fact, with 50 in each so you shouldn't find repetition a problem. Well, question repetition that is. The game as a whole is incredibly repetitive, just like the telly programme. If you like the show then the game is just as good. And if you don't it's, er, just as bad.

As near as dammit
EVERY FILM AND TELLY GAME EVER

3-2-1 Microcomputer
Airwolf Elite
Alien Mindgames
Aliens Electric Dreams
Aliens US Electric Dreams
Attack Of The Killer
Turtles Global
A View To A Kill Domark
Back To The Future Part II
Image Works
Basil The Great Mouse Detective Gremlin
Batman Ocean
Batman The Caped Crusader Ocean
Batman The Movie Ocean
Battle Of The Planets
Kiko-Gen
Benny Hill's Madcap Chase
Dk-Tronics
Biggles Mirrorsoft
Big Trouble In Little China
Electric Dreams
Blade Runner CRL
Blockbusters TV Games
Blue Max US Gold
Bob's Full House TV Games
Bruce Lee US Gold
Buck Rogers US Gold
Cobra Ocean
Count Duckula Alternative
Danger Mouse In Double Trouble Sparklers
Danger Mouse In Making Whooppee Sparklers
Death Wish III
Dukes Of Hazard, The Elite
Eastenders Tynesoft
Empire Strikes Back, The Domark
Flash Gordon MAD
Flintstones Grandslam
Ghostbusters Activation
Ghostbusters II Activation
Gilbert - Escape From Driller Again Again
Give My Regards To Broad Street Argus Press
Software
Goonies, The US Gold
Hollywood Ocean
Hong Kong Phooey Hi-Tec
Howard The Duck
Activation
Indiana Jones And The Last Crusade US Gold
Indiana Jones And The Temple Of Doom US Gold
Inspector Gadget
Melbourne House
Knightmare Activation
Knight Rider Ocean

SO YOU WANT TO WRITE A FILM AND TELLY GAME?

Here's a list of essential ingredients to incorporate...

- A bloke walking around shooting things.
- Er...
- That's It.
TOP FIVE CINEMA ADS
1) The Butterkist one (ra-ra-ra).
2) The Kia Ora one.
3) The really crap one for the local tile centre.
4) The Sunshine Coaches one.
5) The insurance one with the crummy jingle.

TOP TEN ANNOYING THINGS THAT PEOPLE DO IN CINEMAS
1) Singing along to the Kia Ora advert (and doing the 'I'll be your dog' bit).
2) Sitting on the seat in front of you, making it fold down and squash your feet.
3) Snogging.
4) Eating sweets with noisy wrappers.
5) Giggling all the way through.
6) Asking you to stop giggling.
7) Passing you sweets every five seconds.
8) Telling you what happens next.
9) Trying to suck up the last drop of drink with a straw.
10) Getting up and leaving at the split-picosecond the film finishes, having spent the last five minutes putting on their coat and stuffing all their litter under the seat.

A fiver doesn't buy much these days, but it's generally the most the budget houses can afford when it comes to licence purchasing. Cheapie film and telly games, therefore, tend to be a bit, er, obscure.

SOOTY AND SWEET
Alternative
Worra pair of fairies. Whatever happened to Basil Brush, that's what I want to know.
Here's another mystifyingly well-known program. But why make a game out of it? It was bound to end up as a walking-around-collecting-things game. Sweep's left his bones lying around all over the house and, rather than kicking his teeth in, Sooty decides to help him.

COUNT DUCKULA
Alternative
At last a decent licence and a half-decent game. Count Duckula is a mildly amusing cartoon along the same lines as Danger Mouse (who's got a couple of computer games of his own), and its central character is a vampire duck. He's a 'nice' vampire, naturally, and your job is to help him, erm, walk around collecting things. Sob. But that's what we're stuck with, so let's make the most of it, eh?

POSTMAN PAT
Alternative
Oh look, here comes Postman Pat. I know, let's puncture his tyres for him, shall we, boys and girls?

POSTMAN PAT
Merchandise everywhere you look, and the licence was bound to be snapped up by some eager cheapie software house. This is the result, and it's a predictable walk-around-delivering-things game. Pat drives around in his van stopping at houses where he's given errands to run. And that's about it really. All it excels at is being as boring as the telly program. Buy it for your kids? They'll never speak to you again.
In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
CHRISTMAS MEGACOMPO
(CONT)

Three YS rucksacks go to Simon Bates from Walmley, W Midlands, G Hodgson from Penrith, Cumbria and Paul Clark from Nth Hykeham, Lincs.

Ten YS Mugs go to Richard Meenagh from Craigavon, Co Armagh, Gary McKendrick from Sunderland, Tyne and Wear, Perry from Kings Heath, Birmingham, A Harrageas from Stockport Cheshire, Matthew Priest from Heaton Mersey, Stockport, Adam Lighterness from Dagenham, Essex, Mark Yerrell from Darlington, Co Durham, Glen Draycott from Grimsby, S Humberside, Nigel Turner from Aylesbury, Bucks and Carl Copeman from Norwich, Norfolk.

Fifty (gulp) lots of Power Drift stickers and posters go to Michael Bootie from Gillingham, Kent, Scott Redfern from Stoke-on-Trent, Staffs, Paul Borg from Eccles, Manchester, Daniel Hawkins from Hornchurch, Essex, Paul Maloney from Edenderry, Co Offaly, Eire, N Vallis from Hanworth, Middx, Gordon Leckie from Newton Mearns, Glasgow, Julie Brown from Leeds, W Yorks, Bryan Hodgson from Sunderland, Tyne and Wear, Lee Gallagher from Rhyll, Clwyd, Colin Ball from Aylesbury, Bucks, Stephen Day from Nailsea, Bristol, Chris Hall from Pensford, Bristol, Jamie Browning from Eastcote, Middx, Mark Graham from Perth, John Lee from Doncaster, S Yorks, Vivian Jones from Swansea, W Glam, James Wylie from Pollok, Glasgow, Francis Harker from Bigley, W Yorks, Mr G Robson from Knottingley, W Yorks, Lee White from Firth Park, Sheffield, K Grimes from Ely, Cambs, Tim Black from Cookstown, Co Tyrone, Martin Graham from Lenzie, Glasgow, Jonathan Ball from Tycoch, Swansea, Adam Ball from Cirencester, Glos, Greg Gillen from Cambuslang, Jason Smith from Cranbrook, Kent, Darren Burke from Strabane, Co Tyrone, Samuel Gilt from Wrexham, Clwyd, Greg Westwood from Stourbridge, W Midlands, Damon Harris from Northfield, Birmingham, Mark Watkins from Kingstone, Hereford, Alan Talbot from Whitecross, Hereford, Peter Ives from Coventry, W Midlands, Andy Hey Cooper from Hamilton, New Zealand, G, Benjamin Powell from Maidstone, Kent, Paul Ranyard from Market Basen, Lincs, Steven Buchanan from Middlesbrough, Cleveland, Steven Thwaites from Market Basen, Lincs, Ian Boyle from Liverpool, David Finnie from Redhill, Surrey, Martin Norburn from Sevenoaks, Kent, Neil Grantham from Radford, Coventry, Darren Youll from Sunderland, Tyne and Wear, James Chard from Exeter, Devon, Mark Omara from Dalbeattie, Kircudbrightshire, Ewan McKay from Packwood, Solihull, Andrew Bruce from West Kilbarchan, Argyll and Wayne Dennett from Warmington, Warks.

Ten copies of The Story So Far go to Ben Whittaker from Hall Green, Birmingham, Frankie Mathieson from Helston, Cornwall, Matthew Walters from Wolverhampton, Philip Benson from York, Alexander Leicester from Warrington, Cheshire, Simon Byrne from Broadbottom, Cheshire, Mark Sayers from Rotherham, S Yorks, Andrew Stone from Oxford, Oxon, Philip Cowling from Bracknell, Berks and Lee Stratham from Tamworth, Staffs.

Twenty copies of Dr Doom’s Revenge go to Gary Robertson from Broughty Ferry, Dundee, Amir Hosseinpour from Southall, Middx, Leigh Samuels from Ashford, Middx, Carl Skerritt from Wellingtonborough, Northants, Daniel Walker from Ellon, Aberdeenshire, Ashley Thorne from Allenton, Derby, Steven Shaliff from Upholland, Wigan, Adam Postans from Witney, Oxon, Neil Campbell from South Queensferry, Edinburgh Derek Grose from Kinross, Tayside, Paul Berlemont from Northolt, Middx, Paul Langrish from Christchurch, Dorset, Nicholas Septon from Coventry, W Midlands, Ian and Kevin Whatcoat from Nottingham, Les Roberts from Claughton, Wirral, Robert Millington from Waterthorpe, Sheffield. Sam Rose from Ipswich, Suffolk, Emil Sundberg from Molnlycke, Sweden, Richard Bridge from Ux Hyde, Cheshire and Caroline Clark from Bungay, Suffolk.

Five Competition Pro joysticks go to Anna and Emma Liderth from Norwich, Norfolk, Neil Curtis from Leyton, London, Dominic Morris from Malvern, Wores, Daniel Fielding from Lakenheath, Suffolk and Simon Page from Aylesbury, Bucks.

Twenty five Activision T-shirts and things go to Ian Edwards from Sawbridgeworth, Herts, Geoffrey Heath from Gt Wyrley, Staffs, Paul Williams from, erm, BFPO 35, Mark Grocott from Shrewsbury, Shropshire, Mark Drysdale from Dalbeattie, Kircudbrightshire, Mark Rooney from Bradford, W Yorks, Kevin Gates from Letchworth, Herts, John Benton from Woolston, Warrington, Ben Rapier from Cwmbran, Gwent, Kelvin Hill from Cannock, Staffs, Jason Smith from Corby, Northants, Roy Cardy from New Southgate, London, John Williams from Gunnskirk St. Andrews, Colin Lacey from Bingham, Notts, James Ety from Newton-on-Derwent, York, Nicholas Harrison from Hull, Humberside, James Walker from Hertford, Andrew Dawson from Harwood, Bolton, DJ Lambert from Bridgwater, Somerset, Anthony Ritchie from Didcot, Oxon, Simon Price from Hodge Hill, Birmingham, Nikki Daines from London E18, Liza Westwood from Bingham, Notts, Timothy Moore from Norwich, Norfolk and Christopher Ledger from Stapleford, Nottingham.

Twenty copies of Kenny Dalgliesh Soccer Manager go to Lee Fairweather from Diss, Norfolk, Mark Hodgson from Twickenham, Middx, Declan Mahon from Wrexham, Clwyd, Paul Baskaby from Yarm, Cleveland, Paul Evans from Wrexham, Cwyd, Dean Croker from Reading, Berks, Steven Marson from Rugeley, Staffs, Matthew Betts from Raunton, Northants, David Brown from Dudley, W Midlands, Terry Bray from Dagenham, Essex, Simon Stapleton from Whitefield, Manchester, Dominic Brookman from Kenilworth, Warwickshire, Kenneth Irvine from Alyth, Perthshire, David Newman from Pershore, Wores, Paul King from Salisbury, Wilt, James Fletcher from Nuneaton, Warks, Nicholas Michael from Twickenham, Middx, Kevin Veness from Eastbourne, E Sussex, Ian Brown from Sutton, Leach, Merseyside and Christopher Reed from Hartlepool, Cleveland.

One of either Pro Powerboat Sim, Monte Carlo Casino or MG 29 Soviet Fighter go to Antony Williams from...
Kidderminster, Worcs, Graham Phillips from Darwen, Lancs, N Sharpen from Kings Lynn, Norfolk, A Griffith from Polmont, Stirlingshire, James Sneddon from Falkirk, Stirlingshire, Roger Nilsson from Hoting, Sweden, Kuljit Bahia from Warley, W Midlands, Jamie Wallace from Monkseaton, Richard Legard from South Lave, N Humberiders, LR Lucas from Tile Cross, Birmingham, Steven McCann from Aberdeen, Duvalt McQuaid from Dungannon, Co Tyrone, Linus Staefller from Kichirkach, W Germany, Mark Bennetts from Burn Cross, Sheffield and John Kneepshield from Sutton-in-Ashfield, Notts.

Ten copies of Operation Thunderbolt go to Martin Frost from Sheffield, S Yorks, Jon Davies from Grantham, Lincs, Gavin McCarthy from Accrington, W Yorks, Al Chakera, N Hildergon, Middx, Glen Ivey from Andover, Hants, Miss SM Belcher from Sawbridgeworth, Herts, Nicholas A Howden from Ilford, Essex, Lewis Leonard from Tonbridge, Kent, Gerald Paterson from Bridge of Don, Aberdeen and Allan Mapp from Cannock, Staffs.

Twenty Image Works T-shirts go to Robert Stanton from Kilburn, Derby, BK Collier from Ossett, W Yorks, Mark George from Bournemouth, Dorset, Matthew Lewis from Horsham, W Sussex, Graham Bowden from Top Valley, Nottingham, Adrian Price from Wrexham, Clwyd, Brendan Crowther from Ashby de la Zouch, Leics, Leigh Gilson from Slough, Berks, Gareth Baker from Leominster, Herefordshire, Scott Hyde from Highcliffe, Dorset, Neil Taylor from Redcar, Cleveland, Jon Simcoe from Kettering, Northants, Manesh Mistry from Denton, Tameside, David Barnett from Gospel Oak, London, John Tunlin from Darlington, Co Durham, Jon Street from East Ham, London, Mr N Walker from Heywood, Lancs, Scott Morris from Kirkintilloch, Stirlingshire, Mr J Hawthorne from Chatham, Kent and Anthony J Mayes from Hodge Hill, Birmingham.

And if you've just read through that lot in vain all we can say is, er, "Sorry", and "Try again this Christmas".

Five second prize winners each get a Codies CD Games pack. Their names are: Matthew Blackburn from Wigan, Lancs, Wayne Bontoft from Chesterfield, Derbyshire, Daniel Brice from Kingswood, Gloucestershire, Francis Connolly from Belfast and James Lindsey from Pinner, Middx.

And ten runners up get a selection of corking Codies games to chew on. They are: Christopher Barlow from Woolton, Liverpool, Robert Challis from Cambridge, Adrian Cobbin from Ripon, N Yorks, Owen Dent from Wigan, Lancs, Klaus Donner from Offenburg, W Germany, Antony Fiddes from Leeds, M P Lewis from Bamber, Hereford. Go Ching Man from Edgware, Middx, Andrew Owen from Caernarvon, Gwynned and Andrew Parker from Sunderland, Tyne and Wear.

NIGHT HUNTER COMP
This one cropped up in March, and the first prize, which goes to Anthony James from Willsenhall, W Midlands, is a spooky video recorder along with three Dracula vids.

The runners up, who'll each receive a copy of Night Hunter, are: Steven Basford from Letchworth, Herts, Scott Beattie from Carluke, Lanarkshire, KP Bodaly from Rushden, Northants, Heather Buckley from Sheffield, Paul Haing from Woking, Surrey, Paul Hickey from Worcester Park, Surrey, Stuart Jamieson from Burton-on-Trent, Staffs, Dean Jenkins from Cwmbran, Gwent, Eoghan Kenny from Ferrybank, Waterford, Ireland, Andrew Launders from Sheffield, S Yorks, Michael Leahy from Carrigtwohill, Cork, Ireland, Thomas Murphy from Knights Hill, London, Craig Payne from Dundee, Mark Pleasant from Kings Lynn, Norfolk, MJ Pullinger from Basingstoke, Hants, William Riggott from Welton, Lincoln, Giles Robinson from Pedmore, Stowbridge, Worcestershire, James Stuart from Minehead, Somerset, Dominic Sykes from Hathersage and Sheffield, Mr B Wood from Blackpool, Lancs.

COLOUR TELLY
First and by all means greatest prize in this November '89 compo, a fab 14" remote control colour telly, goes to Stephen Gill from Edinburgh.

The runners up, each and every one the winner of a copy of Gunship, are: Andrew Colm from Via Hyde, Cheshire, Gary Bidgway from Wrexham, Northants, Billericay, Essex, Andrew Parker from Sunderland, Tyne and Wear, A Ritchie from Didcot, Oxon, Miss S Roston from Rainham, Essex, Paul Tunstall from Darlington, Co Durham, David Twiddle from Beverley, E Yorks, Richard Warren from Melksham, Wilt's and Roy Wilkinson from ACCrington, Lancs.

FEB 90 "THAT'S NEAT"
A 'Marilyn' art deco stereo radio was on offer in this one back in February.

The winner? He's James McGhee from Norwich, Norfolk.

And the runners up? Matthew Birch from Rayleigh, Essex, Martin Bruce from Norwich, Norfolk, Stuart French from Bangor, Gwynedd, Tom Guy from Leigh-on-Sea, Essex, Melissa Holloway from Wyken, Coventry, Stuart Hughes from Linton, Cambridge, Nick Jenkin from Truro, Cornwall, Cliff Lindsey from Whittlesey, Cambs, Steven Martin from Palmers Green, London, Jonathon Maffey from London SE28, Mark O'Donnell from Wrex Green, Lancs, Andrew O'Shea from Dumbarton, Scotland, Chris Pearson from Stockton-on-Tees, Cleveland, Alison Rhodes from Penge, London, CD Schuler from Bracknell, Berks, A Thomson from Ilford, Essex, Kim Tunes from Welling, Kent, Paul Valla from Kingston, Wilt's, Nicky Webster from North Shields, Tyne and Wear and Justin Woolgrove from Barnsleple, N Devon.

CD PART OF TOWN
The winner who won the delightful Sony Discman featured in the December '89 issue, is: Ben Futrall from Guesting, E Sussex. What a lucky chap.

The runners up, who've each won a copy of Op Thunderbolt and an Ocean T-shirt, are: Stephanie Ball from Alveston, Derby, Alan Bennett from Ballintemple, Cork, Ireland, Martin Booth from Llangollen, Clwyd, Ben Collings from Bromley, Kent, S Denny from Horley, Surrey, Mark Duddy from Whitehills, E Kilbride and Mark Gregory from Bradley, Huddersfield, David Haffner from Redditch, Worcs, William Hart from Poulton Le Fylde, Lancs, T Hawthorne from Gateshead, Tyne and Wear, Rob Hunter from Greenock, Inverclyde, David Leathy from Bolton, Frank Mather from Aichamsheen, Ross-Shire, Colin McBain from Dewsbury, W Yorks, Mark Strange from Battle, Sussex, Kelvin Thompson from Reading, Berks, James Tisserand from Brighton, E Sussex, Jonathan Watkins from Porthcawl, Mid Glam, Nicholas Witchell from Tewby, Glos and Sam Woolf from Highgate, London.

CD ROM, ROM, ROM
There was a pretty strong temptation to keep hold of the Sony Discman of March's compo but it was D Morrison from Belfast who finally won it, the lucky person.
THE
DECEMBER
COMPETITION

THE
COMMODORE AMIGA
OR
SEGA MEGADRIVE
OR
NINTENDO
(Mega Turtle Gift Pack)
OR
A GAME A MONTH FOR A YEAR

WIN

In The FANTASTIC DIAL-A-QUIZ CHRISTMAS Computer Competition

Answer 4 simple Computer related questions and by this time NEXT MONTH you could be the Lucky Winner of one of FOUR Superb First Prizes in this months DIAL-A-QUIZ Cracking Computer Competition

Eg. QUESTION : What is a PC Engine?
ANSWER : 1. A Computer Console
2. The Central Processor inside a computer
3. A Police Car

It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

<table>
<thead>
<tr>
<th>System</th>
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<td>Commodore Amiga</td>
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<td>Sega Megadrive</td>
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<td>Nintendo Console</td>
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<tr>
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Only one first prize of each computer system. Winners are chosen at random from all correct entries received. Closing date 14th December 1990. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling. Calls are charged at 33p per minute cheap rate. 44p per minute at all other times

P.GROVE, DIAL-A-QUIZ, PO BOX 11, SKEGNESS, LINCS. PE25 3AL
Gorra hacking problem? (And if you haven’t, what’s wrong with you?) This month JON NORTH answers your queries...

O h dear, it seems that some of you are getting hopelessly lost by what I’ve been doing over the last few months. So, for a one-off special, here are a few of the questions I’ve been sent, and my humble attempts at answering them.

First up, I’ve heard absolutely billions of letters asking about the SoftRom (well, one or two anyway). It’s basically similar to a Multiface, but instead of 8K ROM and 8K RAM, the SoftRom has 16K RAM. You can load your own ROMs into it and call them up as and when; for instance, you could load the Multiface ROM into it and change it into a Multiface. It cost £65, but is at present unavailable (as far as I know). I got mine from one of Graham Mason’s mates (remember him?), who builds name and address, or who simply forgot to put them on their letter, asked what the E stands for in Basic numbers, such as 33e3. E stands for Exponent, or, in English, a power of 10. 33e3 is 33 with an exponent of 3, which is 10 cubed (1000), ie 33000. Easiest way to remember it is to think of it as 33 times 10 to the power of 3.

Crosbie Smith, apart from sending his Turrican POKEs, asked how to handle R-register decryption loops with DevPac. Very simply, move the loop somewhere convenient, start it with a DI: LD A,R, increment R, find the amount of byte taken by the instruction and when; for instance, you could load the Multiface ROM into it and change it into a Multiface. It cost £65, but is at present unavailable (as far as I know). I got mine from one of Graham Mason’s mates (remember him?), who builds name and address, or who simply forgot to put them on their letter, asked what the E stands for in Basic numbers, such as 33e3. E stands for Exponent, or, in English, a power of 10. 33e3 is 33 with an exponent of 3, which is 10 cubed (1000), ie 33000. Easiest way to remember it is to think of it as 33 times 10 to the power of 3.

Stefan Dawson signs “Yours in complete frustration” after being unable to get Project Stealth Fighter loaded. The answer is simple (as I said at the start of the series). Paul, I’ll be covering different loader every month or two. I’ve already done Flashload and Bleepload, so get a few back issues.

A bit of a tricky one next. I’m not surprised, thanks for the compliments!

Paul Miller is looking for more information on POKEs. As I asked him, I’m not surprised, thanks for the compliments!

 Jon North, How 2 Hack, VS, 30 JAN

jon north, how 2 hack, VS, 30 JAN

49 JAN: Winter Sports preview ONo 50

50 JAN: Winter Sports preview ONo 50

51 MARCH: Firebird II and a Pipe Mania demo for FREE! And our quirky How 2 Hack column starts!

52 APRIL: FREE! Dizzy & Lords Of Chaos demo Plus a chap with a big chopped on the cover! Ono #855

53 MAY: Samurai and a Scramble Spirits demo on the tape. Ono #855

54 JUNE: Ballbreaker II and a Pipe Mania demo for FREE! And our quirky How 2 Hack column starts!

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S·L·O·T·S O·F· F·U·N

AIR INFERNO
Taito

Well, it's been in the pipeline for yonks, but now, at long last, Taito's rather fab Air Inferno is about to hit an arcade near you. Take Hard Drivin', make it into a helicopter game and this is what you end up with — a similar sit-downie cabinet (this one with digitised speech) with separate thrust lever and joystick, and a helicopter whizzing around a wonderful 3D-filled vector landscape. If you "buy the farm" then you'll also be able to see a rather moving replay of your antics (again in true Hard style). You can opt for four Start Game positions but beginners will probably opt for the Practice 'Learn To Fly A Heliwobbler' mode. Aided by the voice in your ears — "Increase thrust", "Increase altitude", "Go forwards", "Don't forget to wash behind your ears" — you take off and fly through two spotlights in a straight line, round, do the same thing again and land. That was simple, wasn't it? (Whaddya mean "No"!?)

Next up you come up against your real objective... no, it's not shooting Johnny Arab, or Ivan Redskie — it's fighting fires! That's right, all you're packing in this coin-op is a water cannon! Still, don't let this put you off, 'cos when you've got good enough to fly over the burning oil tanker you'll hardly notice the absence of mindless violence! Although slow in pace, flying fans will lap up Air Inferno.

Overall — 80°
Convertibility Factor — 7

They did it with Hard Drivin', didn't they? Still, without the arcade frills and any shooting I have my doubts it'd be as big...

Hmm. What's that spikey red thing up ahead? Is it a fire? Is it some sort of spooky modern sculpture? (Best to soak it anyway, I think.)

PALAMEDES
Taito

It's Taito time again, folks, and I'll be painting magenta and marinated in lime pickle if it isn't another 'original' arcade machine. Take Ocean's Plotting, cross it with Telstar, and you'll get some idea of the gameplay. You (or you and a friend) direct a little cutey chap standing at the bottom of the screen, while at the top rows of dice start appearing and descending. Let them come down too far and you get squished, so... your job is to stop them. You do this with the dice you're holding. By turning it so that it shows the same face as the dice you're aiming at, you can shoot one at a time — and it still appears. Now, if you're clever about this you can do it in various orders for greater effect. For example, you can get a 'straight' by hitting a 1, 2, 3, 4, 5, and a 6 which makes three or so rows disappear at a time, or a 'flash' by hitting six of the same number in a row which knocks out about four complete rows.

Once you've learned these special bonus thingsies, Palamedes becomes very addictive, and playing against a chum simultaneously adds another perspective. It could make as good a conversion as Plotting, so I wonder if Ocean France have any plans. I know, I'll ring them up. (Dial dial.) "Bonjour Matelet, et... the plume de ma tante est dans le bureau... er..."

Overall — 80°
Convertibility Factor — 8

A pretty sure thing as far as puzzlers go, I'd look forward to it.

You can imagine almost exactly how this would look on the Speccy, can't you?

OUT ZONE
Taito

Remember Mercs from last month? Well, here's (yet) another Taito title and it's basically 'Mercs In Space'. Well, not exactly in space — in a futuristic setting at any rate. Instead of three players, Out Zone only has two, but the vertically-scrolling shoot-'em-up action is just as frenetic (well, almost). Blast your way up-screen with your awesome firepower, shooting robots, huge tank sprites and doors obstructing your advance. Blowing away some baddies and crates should reveal power-ups, extra energy and weapon upgrades, but watch out for the holes in some of the landscapes or you're liable to fall through 'em and lose a life! Gah! Oh, and you've also got the now-obligatory limited super-weapon, a sort of hurricane of fireballs that sweeps up-screen obliterating all in its path (except, rather remarkably, your chum).

And that's Out Zone for you. Mind-numbingly unoriginal but cracking good fun. Perhaps not as good as Mercs but a jolly good blast-'em-up all the same.

Overall — 84°
Convertibility Factor — 8

Perhaps not a difficult conversion, but I suspect Out Zone would make for a rather mundane Speccy shoot-'em-up.

Here's a quick quiz for you — where've we seen exactly this sort of shoot-'em-up action before? Ikari Warriors? Commandos? Mercs? (Answer — you're all right!)
MAGIC SWORD
Capcom

Okay, so it's a different manufacturer, but Magic Sword scores just as pitifully low in the originality stakes as the others. It's a trip back to an age of swords, sorcery and magical jiggery-pokery again, Spec-chums - in fact, it's not too far removed from a side-on viewpoint version of last month's Dark Seal. But, that said, I did spend rather a lot of the VS sweat box takings on this little number.

Scrolling from left to right, one or two players make their way through numerous levels representing floors of a towering castle thingy. There are beasts to be killed and chests to be opened utilising your "magic sword", which not only lungen, parries and thrusts, but also carries a nasty line in lethal fireballs.

On each level you're on the look-out for keys. These in turn open cells that you can access. The occupant, be it a wizard, warrior, warrioress, or axe-wielding giant, will be so grateful that they'll join you in your quest, firing as you fire and adding their skills to your own. A nice touch that adds phenomenal firepower to an unoriginal but hugely playable coin-op.

Overall - 86°
Convertibility Factor - 8

As original as the Mona Lisa by Da Vinci - Harry D Vinci of Eltham, that is. Still, could make a cracking conversion.

Original no. Fun yes.

BATTLE SHARK
Taito

I mentioned this little number in last month's Arcade News. Yes, another Taito title (I'm sorry) but at long last things are looking fairly original. The cabinet stands out for one, since it incorporates a sit-down bit and a periscope - so no prizes for guessing it's a submarine game. Well, a special submarine anyway. It can also lift on the surface like a motor torpedo boat, which in turn assures you a fair variety of adversaries. Starting in Jacques Cousteau mode you pilot the sub, scrolling into the underwater screen, blasting enemy subs and vicious fishes, and finally finding the end-of-level enemy base. Level Two puts you on the surface again, battling enemy boats, helicopters and jets. All the while you shoot by manipulating the two periscope twist-handles to move a gunsight cursor on-screen (like Oppo Wolf). Oh, and you can replenish torpedoes, fuel and energy by shooting colour-coded bubbles. Worth a seah, not least because it's the cheapest machine in the arcade (well, ours at any rate)!

Overall - 87°
Convertibility Factor - 8

Well, Oppo Wolf did the biz despite having lost the coin-op's Uzi, so maybe Battle Shark could do the same without its gimmicky periscope.

Up periscope!
Down periscope!
Dive! Dive! Dive!
(An above submarine film.)

Davey's Corky Coin-Op
MAJESTIC TWELVE
Taito

Oh no... not another... Taito title? Mmm. Mind you, despite the exclamation, Majestic Twelve happens to be (rather spookily) my fave slotty for this month. Hurrah!

So guess what it is. Yes, it's that oldest of old computer game titles, a spruced-up state-of-the-art Space Invaders (a game so old it wouldn't be surprising to find its original cabinet on Antiques Roadshow). The beauty of Majestic Twelve lies in two factors - firstly, because of the nature of the original Invaders, the pace is much slower than contemporary arcade fare. Now this may be a bad thing for some but for me it means games last a lot longer and subsequently offer better value for money. Secondly, although it isn't an entirely appealing idea (and a definite sign of the lack of ideas coming out of coin-op designers' heads at the mo) Majestic Twelve works because it's not only got sparky brand-new graphics but it's also a largely irrelevant treatment of the original. Just check out the Cattle Mutation sub-game - it's so weird it could be French! In this part you've got your base at the bottom, but graving under it are about a dozen black and white fresians! Hovering overhead are some brilliant B-movie saucers. Suddenly one of the cows will start wibbling about (no, It's not mad cows, it's the aliens! Hovering overhead are some brilliant B-movie saucers. Suddenly one of the cows will start wibbling about (no, It's not mad cows, it's the aliens!)

Overall - 89°
Convertibility Factor - 8

Although the fab multicoloured arcade graphics couldn't make it to the Speccy, much of the zaniness and rather gallic gameplay could. (Well, I'd buy it anyway.)

It's amazing what a difference a few pretty backgrounds and quirky touches can make to the oldest of games, isn't it?

With such a dearth of game innovation at the moment the only new thing to hit the arcades recently has been the Neo Geo console. Slotted into arcade cabinets, it offers five or six arcade quality titles all in the same machine. Is this the shape of things to come?

Not really too relevant for Speccy conversion but one arcade inhabitant I've been spending a few pennies on is Data East's cracking Back To The Future II & III pinball machine. Funny how it all goes full circle, isn't it? I mean, Invaders back in the arcades, and a coin-op manufacturer making a pinball game? Wonders never cease. And that's why I'll be back next month when once again I'll be able to say "Come on down, it's That's My Dog! Er... Slots Of Fun".
So how's the game work? Well, to start with I'd better say you can play this one on your little ownsome or, if you're really lucky, with a friend. Other players can join in at any point (so if your pal comes round in the middle of a race there's no problem) which makes it all a bit handier if you can think the other player is crap and boring - you can just ditch him (or her) and start having some real fun. Having said that, this is one of those games where it's much better fun with two (unless you're one of those horror and enigmatic - it's boring and unsociable - types of course).

The eight tracks correspond to eight levels of play, and the plan is to get round the lot in superfast time. If you come last out of the three cars more than once you lose a life (at least one is always computer-controlled). Lose all three lives and it's game over, matey.

Okay, so you're tucked up nice and cosy in the hot seat and ready to go. In the Super Sprint fashion (those of you with shorter memories might be better off comparing it to last month's Ivan 'Ironman' Stewart's Super Off-Road Racer or numerous old Codies games) you're looking down on the complete course which neatly wraps around to fit on the one screen. Some are a figure-of-eight shape (with slightly wobbly bits where your car goes under the track and you can't see what you're doing), some are simply a loop. What they all have in common though is a black featureless surface (so the little coloured cars and icons that litter the track show up quite well) and rather more complicated static background graphics. There aren't many controls to worry about (just Accelerate, Brake, Lett, Right and Fire) so you won't need to over-exert those precious brain cells (a good thing, especially for old people like me).

The first couple of tracks should prove pretty easy - use your time to pick up any strange additions to your car. You can make it go even quicker or arm it with more weapons and shields (sorry, I forgot to mention - this game has a rather more sophisticated-style shooting element tacked on). What they won't do is help you dodge all the things littering your way - oil slicks, missiles, nasty sharp bumps and nicely animated little 3D trucks. There are some neat touches (like the helicopter that picks up the ruined enemy cars once you've trashed them) but it's not especially recommendable - especially since the vast majority of you will own at least one very similar game already. Still, it's no great embarrassment either.

There are eight tracks in the Badlands, but that's about all - it's a bit of a boring place really, unless all you want from life is some good racing (in which case it's probably dead exciting. Me, I'd rather have a good chippy and some flowers).
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Aston, Sheffield, South Yorkshire S31 0FN. Mark wants an
original if anyone offered!

4SJ. Vicki's been trying (and failing* to track down a copy of
Price for an original, though she wouldn't refuse a free gift
Northmoor Way, Northmoor Park, Wareham, Dorset BH20
Pams Way, West Ewell, Surrey KT19 OHA.

Then there's Mark Hardisty of 8 Portland Avenue,
Another female seeking favours is Vicki Green, 26


YS

With full instructions and will swap four

to get hold of. If you've got a
copy to give, loan or even sell
then contact Karen at 19


Then there's Mark Hardisty of 8 Portland Avenue,
Another female seeking favours is Vicki Green, 26


YS

Just call me Del-Boy Trotter
this month - I could do a
roaring trade in second-hand
adventures if only I had any.
Several readers have written
in trying to get hold of various
goodies, old and not-so-old, so
let's see if somewhere out
there in the big wide world of
YS readers we can't come up
with what they want.

Take Karen Tyers, a
Picture of Innocence. Not
literally of course - that's the
name of the ancient creaking
Spectrum adventure she'd like
to get hold of. If you've got a
copy to give, loan or even sell
then contact Karen at 19


YS

Last month's soopa-doopa
solution special meant I
missed out on giving you
your regular dosage of news
- so now I've got so much to
tell you that it's coming out
of my ears (yuck!) and I'm
going to have to give it some
one-month-only extra space.
(Ooh, it's all happening on
the Speccy adventure scene,
folks...)

Colin Jordan isn't
exactly prolific as an
adventure author, but, by gum
(as we say up north), he's done
some good stuff. First there
was Inspector Fluxite, and
then there was the Great
Peepingham Train Robbery,
both excellent adventures
that used Colin's own creation, the
'Worldscape' adventure system
- that's why he's not as
prolific as some, 'cos he writes
all his own code. But at last
he's come up with another
adventure, and this one's
decidedly different. It's called
Five On A Treasure Island, and
is based on the very first of
Enid Blyton's Famous Five
novels. Ah yes. I remember
them well, used to love
reading them back in the...
well, a long, long time ago. It's
been approved by the Blyton
Estate, and should have been
released by the time you read
this (unless you're a very slow
reader). Publishers are
Enigma Variations, 13 North
Park Road, Harrogate HG1
5PD (tel 0423-501995).

But before you go putting in
your order, desist for a mo'.
The first version to be
released will be for the SAM
Coupel only, making it the very
first SAM-specific adventure.
It's got full graphics, and
allows you to become any of
the four human characters
(what, no dog option?), which
means you can split up and
go wandering all over the place.
Great for exploring different
directions, or even playing
with a few friends and taking
turns. The disk version will
have extra graphics, and...
...should be followed by a 128K version, though the publishers are undecided about doing a 48K job (which would have to be text-only because of the size of the game). 48K owners should write to Enigma and demand one at once!

Of course, Enigma variations are nothing to do with Enigma the tape fanzine, which is now out every month. The mad fools. The adventure section seems to get bigger every issue, and issues seven, eight and nine each carried one part of the wondrous Jekyll And Hyde adventure, in both 48K and 128K versions. Issue nine will, however, be renumbered as issue one to celebrate the launch of the 'zine on a monthly basis.

Confusing, what? Enigma also supports the SAM, so get out there and support Enigma, that's what I say. If you send an sse to Jon Rose, 14 Lion Road, Nytetimer, Bognor Regis, West Sussex PO22 3JZ then he might just let you have details.

Jon also apologises for having to suspend his adventure helpline, but with the increase in work he just can't cope. I know the feeling!

now I know some of you have got more than one.

Computer, that is. And if you happen to have an Atari ST or a friend who's got one, you might be interested in the solution service offered by our old pal John R Barnsley, 32 Merrivale Rd, Rising Brook, Stafford, Staffs ST17 9EB.

Spec-chums should note that John's got four disks crammed full of Speccy adventure solutions, over 20 solutions per disk, and they're available at only £2 per disk, including postage (but only for the Atari ST). There's also a Bard's Tale disk with maps and solution, and though that's also for the ST version of the game, anyone playing it on

lark, methinks. I refer to Sam Renrut of Chiswick, who says he bought the excellent Best Of The Indies compilation but is now stuck in several of the games on the tape. In Cloud 90, how to get the token out of the drain? ELTTEK MORF RETAW RUOP. That makes the token HCAER NIHTIW TALOF. And what to do with the gold dust? REKOHOC BUR. In Retarded Creatures And Caverns, what is the name of the stone-elf?

ODRAN SI EMAN EHT (you can find it on the linterl). EF Goring of Hastings wants advice on how to get started in Inca Curse, because he's fairly new to adventures and can't see how to get into this one. Attention - this bit's going to be forwards, folks, so skip to the next paragraph if you don't want to see it! In the clearing you should get the stick, remove the leaves, then use the stick at the door to break the latch. You need a rock to break the lock, and then eventually you can use that strange command, from the old days when adventures could only understand two words and not a full sentence - GO DOOR.

In Apache Gold, asks Paul Talbot of Newport, what use is the pipe of peace? Use it to RELLITSID EHT XIF. Chris Denton of Redhill asks if Star Wreck is useful for anything other than tapping over with the Radio One Top 40? The answer is NO!

David Nimmo from West Lothan has completed A Legacy For Alaric, but hasn't got full marks as he doesn't know how to get the seed to grow. To do that RESILITREF FITIW LLEW TI BUR. David puts in a quick plug for Zenobi, which he reckons "is surely the best company for Spectrum adventure".

Brian A Neale asks me to print his address. Anything to oblige - 259 The Glen, Palacefields, Runcorn, Cheshire WA7 2TF. He has an ulterior motive, of course, apart from boasting that he's just solved his first adventure, Tartan Software's Escape. He wants to hear from anyone (preferably female) who wants a 16-year-old adventure-playing penpal. "And is GAC worth investing a quid in?" Brian also enquires. "Yes, basically." (I do like these easy questions.)

Tonsaprobbs from Karen Rose of Warley in the West Midlands, the cheeky little monkey. In Castle Eerie, how do you pass the photoelectric beams? ELBAT NO DRAOBOOFL YAL. How to get past the guard to go upstairs? YAWA SEOG EH LLIIT TIAW. In Shipwreck, how to get off the ship before it sinks, as she's found a lifeboat but can't lower it? PMUJ DNA ELOHTROP NEPO (but collect a few objects together first).

In Mafia Contract I, how to open the steel doors at Vinicetti's office? REHCNUAL ERIIF. In Mafia Contract II, how to catch the bus without getting killed? That, he says forwards, is just a case of getting the right bus at the right bus stop. Finally, in Puddo And Slam, how do you get past the alien mothership? EKOP A DEEN OUY.

Here's a message to Carlos Sisi who resides somewhere in Malaga and has been waiting for a reply for months. The reason he hasn't had one is down to the foreign habit of putting your address on the outside of the envelope, and not on the actual letter itself. So what happens when you lose the envelope? You can't reply to the letter, of course.

Carlos was involved in the writing of a Spanish adventure, El Ojo Del Dragon, which is being translated into English as Not So God Almighty. The Spanish version's got good reviews for its atmospheric graphics and interactive characters, so can Carlos send the English version to me for review? To be honest, he'd be better off trying one of the software houses to see if they'll publish it in England. If it's published from Spain, not only will no one want to send money all that way, but copies may get lost in the post and you've also got the problem of paying in a foreign currency. Much easier to try to sell the rights to an English company who can market it for you.

And finally a very quick "Hello" to Jorge Largo of Candelo in Portugal, for his helpful comments on Mindfighter and adventuring generally. Jorge ends his letter by saying "A deus, com os meus sinceros cumprimentos", to which I can only say, "Eh?"
AGATHA’S BACK

Last month I published a solution to the first part of Agatha’s Folly, courtesy of that awfully nice Jill Carter of Sheffield (adventuress supreme and centre-spread in Today newspaper). And this month, ‘cos Jill managed to finish it in time, we’ve got her alphabetical solution to Part Two. Cause for rejoicement indeed. So, over to you, Jilly-baby....

Remember, Government tests have shown that reading a YS solution can seriously damage your adventure playing, so don’t read on unless you really want to know.

AGATHA’S FOLLY

PART THE SECOND

Berries Found in the large copse – put them in the shell and crush them to make ink. Then use the feather to rewrite “FAYLE” on the mosaic at the stone circle.

Blue Crystal Found in the crystal cavern. Put it in the moses to replace the smashed crystal and finish the game. To find the cavern, take the north passage after crossing the fissure. Putting your hand in the crevice in this passage reveals a secret entrance in the east wall — just walk through the wall!

Blue Parchment Found by examining the cliff, then examining the crack in the cliff by the pool. It explains that water cures the plague and that leaves cure infected wounds. See also Pebbles.

Feather Found in the large copse. See Berries.

Fruit Eat it!

Large Branch Found at river bank. Used as a bridge across the fissure, it will only bear the weight of Ted.

Leaves Rub these on infected wounds as a cure.

Nuts And the same to you. These are found in the large copse. When crushed they produce an oil. Leave them in the passage before you attempt to pull the stalactite out of the wondrous cavern.

Paper Found with the blue and red parchments, it’s simply a note to Kaz from Agatha.

Passage This can be found by examining the crevices mentioned in the location description in the huge cavern. To enter the passage, either CROUCH or CRAWL IN PASSAGE.

Pebbles Found on the pebble beach (believe it or not). Throw these for Ted to regain the blue parchment. Ted will chase after the pebbles, dropping the parchment. The parchment is always found one location away after this exercise. Also throw the pebbles for Ted again when you want him to take the vine across the fissure.

Phial Found by examining the seats in the huge cavern, it’s labelled ‘Berry Juice’.

Red Parchment Found with the blue parchment. Gives clues to the completion of the game.

Scarf Found in the shelter. Wrap it around your hand to pick up the sharp shards of crystal safely.

Shards Found in the stone circle, these are remnants of the original crystal found in the mosaic, shattered by the earthquake. Use these to cut the creepers in the copse. See also Scarf.

Shell Found on the rocky beach. See Berries.

Stalactite Found in the wondrous cavern. Shout twice to dislodge it from the roof. Tie the vine around it and then pull it along the passage into the huge cavern and up to the fissure.

Statue Found in the copse after cutting back the creepers. It has three eyes – press the blue eye to kill the remaining creepers, and the red to reveal a secret entrance.

Ted A ‘chattering furry creature’, he moves randomly from one location to another. Wait for him to arrive in the location with the fissure. Tie the spare end of the vine to him, throw the pebbles, and he will run across the branch pulling the vine with him and wrapping it round a pillar. Simply pick up the vine and pull it to put the stalactite in place for use as a bridge.

Vine Found in the large copse when you cut the creepers with the shards. It is a useful rope. See also Stalactite and Ted.

Water Drink this from the pool or the river to prevent the plague.

White Parchment This is a plain blank sheet of parchment, found with the phial.

cont from p75 The Speccy will find it a terrific help.

Now here’s a fanzine with a difference – it’s produced by a pair of Janes. Jane II is reviewer and designer, and Jane I is editor. (Oh, and the mag’s called In-Touch.) Issue one has a good three-page adventure section, and issue two promises even more. Worth a try, for only £1 plus 30p postage from J Burman, 46 Silver Street, Barnetby, South Humberside DN38 6HR.

Next is a fanzine which doesn’t have an adventure section! So why do I bother to even mention it in my distinguished column? Because they’re looking for someone who wants to write the adventure column for them, and who else would they ask but the smartest Speccy adventurers in the land, the ones who read YS? The mag is on tape, called Spec News, and get your job applications in to Chris Kelly, 192 North Home Road, Cirencester, Glos GL7 1DX. You should do a sample 500-word review of any recent adventure that you’ve played, and also have a good stock of adventure titles in case of difficulties getting hold of new releases.

Also looking for an adventure writer is Speccy Bytes, c/o Chris Taylor, 19 Argyll Close, Shipley, West Yorkshire BD17 6HD. No remuneration but a free copy of every issue. Cor, that’s more than I get!

Got an adventure to sell, or perhaps there’s one you’re looking to buy and can’t get hold of? Well, what you need is Gordon Inglis, who resides at 11 West Mayfield, Edinburgh EH9 1TF. Some readers will know Gordon from when he sold Spectrum adventures at bargain prices (until supplies dried up), and I received a number of letters full of praise for his personal and helpful service. Well, now he’s back, buying any original adventures, none refused, though write first to agree a price. Gordon stresses they must be originals. Also write to him with an sae if there’s a particular title you’re looking for, and he’ll let you know if he gets hold of a copy. An sae will also secure you a copy of the latest ‘For Sale’ list, detailing adventures he’s currently got in stock. So there you go, all you readers who ask me every month where
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THE AXE OF KOLT

I thought FSF’s first adventure, Magnetic Moon, was quite good. I thought the second, Starship Quest, was improved – a plug for his Turbo magazine! Turbo is dedicated to the SAM Coupé, which means that its adventure section is rather thin at the moment, but issue seven did manage to squeeze one together a page. Past issues have had interviews with Tartan, Zenobi, Topologika and Smart Egg Software. A quick gets you a sample issue, or £10 for an 11-page subscription. Don’t ask me why it’s 11 copies, it’s a mystery to me.

From the same address, which is coming up shortly (don’t rush me), you can get details of SAMTAPE, a Spectrum emulator which allows the loading in of GAC and PAW games, as apparently they caused problems with the original SAM tape. The tape costs £8.99 (or an sae for info) from... here it comes... Adrian Betts. 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

There’s also just time to mention Adrian’s latest micro show venture, the second 8-bit Micro Show on Saturday 1st December at the Arts Centre in Tamworth, from 9.30 to 4.30. Entrance fee is 50p, and computers covered are the Specty, SAM, C64, C16, Plus-4, Electron and Amstrad CPC. There’ll be a stall with a Specty running adventure games.

Gareth Pitchford recently offered his services as a playtest, and enjoyed it so much he’s come back for more. He tells me to watch out for the next game by Paul ‘Inner Lakes’ Cardin, called Captain Kook, which Gareth rates at 8/10. If you want your game testing just send a copy, plus back-up with map, solution, instructions and sae, to Gareth Pitchford, 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. In return you’ll get a detailed playtest report (including the high and low points of the game) and an optional sample review of your game, showing the way Gareth thinks it’ll be treated in print.

In October’s splendidersh ish I reviewed the new Spectrum adventure fanzine, From Beyond, which is published on...
COUPON CORNER

Coupons, doncha just love 'em? Leaving some vital ingredient missing (like the price or where to send them). So why do we bother, month after month? Cos you keep asking for 'em, you load of skinflints!

Okay, your wish is my command (now and then), so here's this month's double-barrel blast of exclusive YS bargains... TILT TILT!

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☐ Both progs together. £3.49

I enclose cheque/postal order for £... and send the stuff to...

Name

Address

DON'T PAUSE, GET YOUR PAWS ON PAW RIGHT NOW!

Most YS coupons offer cut prices a few months after a program's been on general release, but here's one that gives you first crack at a brand-new offering from Gilsoft, purveyors of PAW to the gentry. For those who don't know (and there are new Speccy buyers every day, of course), PAW stands for Professional Adventure Writer and it was first released a couple of years ago. It enables the average ignorant clod like you and me to write adventures even if we don't know the first thing about Basic or machine code. The result isn't just an adventure that looks the same as every other because PAW is so versatile with its many features that every game can look different.

Take a gander at Zenobi's Crack City for example - brilliant! Howard Gilberts of Gilsoft told me that they'd had some comments that PAW was a bit pricey at £22.95 (though we've offered it cheaper, haven't we, Specchums?) for the person who maybe doesn't quite know what it's like, and whether they'll find it easy to use. The answer is the new PAW Starter Pack, with the main program, manual and quick reference guide, to enable everyone to get going on the program without having to also wade through the more complex technical subtleties of it.

If you conquer the Starter Pack, you'll then be able to upgrade by adding a Technical Pack, which includes the technical manual and the PTM Overlay tape, which lets you add in your own customised bits and bobs. To keep the prices down, the progs will come in ordinary plastic bags rather than humongous boxes, but you can also buy a box for a few quid if you want. And the prices? The Starter Pack will retail at £9.95, but for a special introductory period, until 31st December, it will only be available to YS readers at the reduced rate of £7.95. Non-YS readers can't get their mucky hands on it till 1991, and only then at the full price. Tee-hoo! But don't panic, YS overseas folks and slow readers - the YS coupon will be honoured by Gilsoft even after the cut-off date when the progs go on sale to the general public. A cheap introduction to state-of-the-art adventure writing fun. Then if you get on well with the Starter Pack, the Technical Pack will cost an extra £8.95. All prices include p&p, and note that PAW is suitable for either 48K or 128K machines.

TO: Gilsoft, PAW Special Offer, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

FROM:

Name

Address

I enclose my cheque/postal order/money order for £... and make payable to Gilsoft for the PAW Starter Pack at the exclusive YS price.

Reader Ryals of Wakefield was so swamped with requests when he offered his services as a Kind Soul recently that he realised there was an urgent need for a solution service. So, enter stage left - The Adventure Solution Service. Send an sae for a list of all the solutions available, then to get a copy of any solution, no matter how long, send 20p to cover copying charges, plus sae. TASS is now in operation, so flexibase, 29 Dent Drive, Eastmoor Estate, Wakefield, Yorks WF1 4JG.

More SAM adventuring news, of sorts. A program called Flexipage has been released for el Coupe, and while it isn't an adventure-writing program as such, it can be used to construct simple adventures as well as databases and other programs. You can mix text and graphics on the screen, and include up to three questions for the player to answer. Each answer then takes the player to a new screen, which in its turn can have up to three more questions on it. It's easy to see how you could construct a simple adventure... maybe not a very exciting one, but SAM owners could well prove me wrong by letting their fiery imaginations loose on it. Send an sae for details or you can go back and buy the program for £15, from flexibase software, 20 The Parklands, Droitwich Spa, Worcs WR9 7DG.

And finally (and very briefly), news that there's going to be a Best Of The Indies Volume 2 tape. What's on it? Well, that'd be telling, wouldn't it? (I might be a little more amenable next month though - so stay tuned!)
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Once again RICH PELLEY leaps into the driving seat of a number 39 bus and zooms off to Cheap City...

STAR WARS
The Hit Squad/£2.99
I don't like to boast or anything, but I met Darth Vader once - he came to my school when I was about six and I sat on his knee. Impressive? Hmm. Perhaps I should tell you about the game instead.

Well, it's a conversion of the ever-popular coin-up (from a long, long time ago in a galaxy far away) - a vector graphics job (incidentally ie spooky see-through 3D graphics). There are three main bits - firstly bombing around space in your spaceship shooting down tie-fighters and fireballs, then zooming through the towers on the surface of the Deathstar blowing things up for extra credit, and finally flying along a trench inside the Deathstar shooting more fireballs, locating the exhaust port, blowing up the planet and scarpering pronto. And, er, that's it really.

The entire caboodle's a look out of the window/into the screen job. It works well (if a little jerkily) and is pretty much like the coin-up apart from the severe lack of sound - something to do with there being "no sound in space" (Nos. really). Another reason to get peeved off is that it's pretty simple to complete the thing, so you can easily find yourself looping round the levels quite a few times.

But not until you've had your three quid's worth out of it. (That is unless you prefer to spend your £2.99 on a cuddly Ewok instead.)

OUTLAW
Players Premier/£2.99
Arkansas, 1880. Your name is Braithwaite. Well, Braithwaite (well, it would be bad), and you're broke. Not a sausage, nor indeed a dollar. Oh dear. The only solution is to pick yourself up out of the horse trough, slip on your holster and go bounty hunting for one of the roughest, toughest, fluffiest outlaws in the west to get enough money to lose in another gambling game. So, pausing only to order west to get enough money to lose in another gambling game. So, pausing only to order yourself up out of the horse trough, slip on your holster and go bounty hunting for one of the roughest, toughest, fluffiest outlaws in the west to get enough money to lose in another gambling game. So, pausing only to order west to get enough money to lose in another gambling game. So, pausing only to order... well, perhaps you shouldn't cos he comes along and bites yer head off. But after a bit of playing you soon discover that beating baddies is merely a case of doing the same move over and over (and over) again. And as a walk-around-and-collect-things type game it doesn't quite make it because everywhere looks the same.

BARBERIAN II
Kixx/£2.99
Perhaps if I'm quick this month I'll be able to stick in the odd slash/chopper joke before anyone notices, eh? (I'm waiting. Ed) Oh, er, yes - let's talk about the game instead, shall we, readers?

The orig Barby was a (one- or two-player) straight hand-to-hand hunky-bloke beat 'em up - which worked quite well and hung around the top of the all-important game charts for absolutely ages.

Then came the follow-up. In other words, this. What they decided to do was take the best fighting moves from the first game, stick you in a maze of around 100 flip-screens (split into four levels), and bung in loads of different baddies to dispose of, objects to help and things to find. And now it's out on budget (which is what it's doing in Barg Basement).

Hmm. The graphics are really good and well animated (all big and chunky) - you should see this whopping great dinosaur dragon thingy for a start (well, perhaps you shouldn't cos he comes along and bites yer head off). But after a bit of playing you soon discover that beating baddies is merely a case of doing the same move over and over (and over) again. And as a walk-around-and-collect-things type game it doesn't quite make it because everywhere looks the same.

Yes yes, I know you love me but please let go of my leg, there are people watching.
SKATIN' USA

Atlantis/£2.99

See d-d-diddle do, diddle do. If everybody had an ocean (oo-shy) across the USA (see d-d-diddle do, diddle do). Then everybody be surfin' (noo-ah), like Californ-ee (wa-hay). Woo woo woo (do diddle do). Surf'in USA.

Well, Skating USA, actually. But anyway, not content on appearing once in Fang (see below). Skating USA great and snatches this month's coveted top. The super game spot. Zooming around New York on his skateboard thing (his skateboard at least) and then, bang! He's there! And jolly good fun it is too. It's a flip-screen shoot-'em up before they shoot you, with you collecting enough medals on the way to get you onto the next level. Mighty simple, but mighty effective. The graphics are quite colourful and the skateboarding bit is especially good (there's a really nice feeling as you skate up ramps, jump over obstacles and whatnot). And the gameplay is pitched just at the right side of hard. Brilliant stuff.

SUPERKID IN SPACE

Atlantis/£2.99

Earth has been surrounded by alien forces who've moved their ships towards the planet in search of vital minerals and resources, threatening to blow it up if anyone interferes. Fortunately, though, mankind is saved because a small boy has offered to save the world. What luck.

There are four planetships where these aliens are hanging out - and your job as Superkid is to find the nuclear detonator on each one, to return to your own spaceship and turn blow up each planet in turn. The first bit is landing your ship - like that brr on the floor. Then it blows up each planet in turn. The first one return to your own spaceship and blow it up here! I'd better tell you what happens. It's a multi-level affair, set in (surprise surprise) California - with all the 'radical' new sports to try your hand at.

And quite a selection there are too (you can practice them in any order you like, by the way) although unfortunately most of them are a bit crap.

The best is certainly the half-pipe skateboarding. You waddle back and forth gently to gain speed going up this spooky ramp thing, and then in various directions to do various assorted 'stunts'. It's quite hard, but great fun once you've got the hang of it. Surfing is good too - just move left and right and into waves to 'air' (ie jump) - really satisfying. And that's about it as far as the good ones go. The footbag is okay (just move left and right and kick the little bean bag in the air) but the rest are pretty diabolical.

Whoops. Looks like Superkid's spaceship is going to get a bit of a sore bottom if it tries to land here!

As for the main part of the game, well it's nothing more than a flip-screen 'scamper left and right' affair (colourful and cute) - firing/grenading baddies as you go, and using ropes to get up to higher platforms. The levels aren't too dissimilar from each other, and it's utterly unoriginal. But apart from that it's quite good - quite challenging, quite addictive, quite playable and quite recommended. Blimey.

TURBO CUP CHALLENGE

Players Premier/£2.99

Oh, not another driving sim! How 'unthrilling' can you get? Oh well, suppose we'd better have a look.

"Race at speeds in excess of 120 MPH'. More like 'jerk' around rather slowly if you can get to grips with the stupid control system. "Practice on each course first, before competing in a head to head race> True, but the practice bit is intensely boring (there's no one to compete against). "Race around four of the most exciting race tracks in Europe - Magny, Cours, Dijon, Prenois, Nogaro and Paul Ricard!" Exciting? Pretty samey, I'd say. And there's hardly any scenery either so there's little to look at (or indeed crash into). "Featuring unbelievably accurate graphics" (erm, no) "Artificially intelligent competitors" (not really), "Accurate race track representations!" (yes, but who cares?) "And more? More? "Hurrah!"

Oh dear, I hate to say it, but this is a bit of a waste of time really. Unplayable, unaddictive, jerky - and a bit crap. Thank you and goodnight.

CALIFORNIA GAMES

Kixx/£2.99

Good Lord. Dunc spent an entire page reviewing this chestnut back in '87, and concluded with a rather ambivalent 'Crikey' - which isn't really much help, so looks like I'd better tell you what happens. It's a multi-event affair, set in (surprise surprise) California - with all the radical new sports to try your hand at.

And quite a selection there are too (you can practice them in any order you like, by the way) although unfortunately most of them are a bit crap.

The best is certainly the half-pipe skateboarding. You waddle back and forth gently to gain speed going up this spooky ramp thing, and then in various directions to do various assorted 'stunts'. It's quite hard, but great fun once you've got the hang of it. Surfing is good too - just move left and right and into waves to 'air' (ie jump) - really satisfying. And that's about it as far as the good ones go. The footbag is okay (just move left and right and kick the little bean bag in the air) but the rest are pretty diabolical.

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Andy Whoops. Bit of a case of deja vu here. Remember last ish we splashed out on a corkendous Complete Guide To Driving Sims, with all the usual mini-reviews, revised percentages and wotnot? Well, guess what's just plonked itself rather smugly onto my desk. That's right - a driving game compilation! With Chase HQ, Hard Drivin', Power Drift AND Turbo OutRun (Cripes.)

Actually, it's not as bad as that - JD only covered a couple of them. "Very, very good" exclaimed the YS!lonely heart about Chase, giving it a whopping 93 (and very deservedly too), while "state-of-the-art" Hard had to settle for a slightly more modest 84. If you want to read the full reviews check out last issue. In the meantime, let's take a look at the other two, eh?

Power Drift
"91," said Whistlin' Rick, and, by Jingo, that's what I got. Reviewed back in January, it's a road-roller based on an old Sega arcade game, with you grasing the sweaty steering-wheel of a dune buggy as you battle it out against 12 opponents. Cars zoom in and out of lanes, the ever-more-difficult bends gobble you up with frustrating regularity, and with a total of 25 tracks it's all a lot of fun. It does have some slightly dodgy collision detection, but it's hardly the kind of duffer you usually get stuck onto the end of compilations. In fact, it's rather spiffily actually.

"90 Rating: 81"

Turbo OutRun
If any of the games deserve such an ignominious accolade it'd be this US Gold sequel to OutRun, which received a meagre 70 by David in February. Alterations to the rolling-road original include 16 snowy/rainy/sunny courses, bumps, barriers and a temperamental Ferrari F-40 engine that gets mighty ruffled if you heat it up too much. But "Turbo? More like 'Turdo' - all you get is a plume of smoke and some pitiful acceleration! The view from behind your car doesn't help either, often obscuring the opponents you can bump into (which look about half the sprite-size anyway!), and there's an unhealthy dose of bad collision detection and glitchy graphics. Why couldn't they have bunged in Stunt Car Racer instead?

"90 Rating: 70"

You can't argue that these games aren't bang up-to-date. With the exception of Turbo OutRun, each was a competitor in the frantic big-bucks run-up to last Christmas, since when there's been a surprising dearth of vroom-vroom releases. It's therefore impossible to compare them against any contemporary standard (so Chase still leads the pack). All the top-notch 1990 products like Days Of Thunder, Lotus Esprit Turbo Challenge and Chase HQ's sequel SCI are sitting tight for Santa in much the same way as these games were last year, so until they come out these are just about the best driving games you're gonna get. Definitely good value, your interest will depend on which of them you've already got.

Final Verdict:

HOLLYWOOD COLLECTION

Ocean
Ocean/£14.99 cass
Linda Hollywood, eh? Sunset Boulevard, Jimmy Stewart, sun, sand, surf and money... dream on 'til you can dream no more. Failing to acquire a one-way ticket to Los Angeles I popped out for some popcorn instead (microwave buttery flavour - mmm, lovely) and settled down to this nifty little package of last year's movie games. (Just in time for Christmas too.)

RoboCop
I can't believe there's anybody out there who hasn't already got a copy but there you go. Lots of levels, crisp monochrome graphics, and more blasting than you could reasonably ask for - it's even got an early version of Ocean's now-traditional puzzle sub-game too. Playable and efficient, it slightly sammy-looking now, and deserving of a big YS/10 when first released.

"90 Rating: 85"

Indiana Jones And The Last Crusade
Reviewed at a stonking 92, the four levels of Indy remain remarkably faithful to the big screen - and very playable to boot! There's the chase along the roof of a train, various platform and ladders beat-'em-up bits (with puzzles), even an airstrip sequence, where the screen bobs up and down as if you're floating! Smooth gameplay, neat puzzles - if you're not a shoot-'em-up fiend this could be the highlight of the pack.

"90 Rating: 90"

Ghostbusters II
Three fairly thin (though quite pretty) levels and a horrendous multiload make this the duffer of the pack. Each level is well put-together and quite different, but I can't really see you playing for long.

"90 rating: 70"

I'm not too sure about the wisdom behind this package - just check out this month's charts to see how well some of this lot are still doing on their own - but for the punters (especially those who've not yet bought Robo or Bats) it's undeniably good value. (Not as good as microwave buttery popcorn though.)

Final Verdict:
Oh no! That really rather crap feature about really rather crap things (written by a really rather crap person) is back!! (Aaaaaaarrrgh!!!) RICH PELLEY proudly presents the latest scintillating episode of...

CRAP GAME CORNER

THE NEXT GENERATION

A big “Hello and welcome!” to Crap Game Corner Numero Trois. And, boy, are the games in this issue crap or what? Just in case you forgot, this is the bit where you write a game, send it in, and we slag it off because it’s pathetically useless (ie crap, hence the ‘Crap Game’ bit). Simple, eh? For further explanation, here’s a poem I prepared earlier...

They’re not all nice and lovely like a big ice-cream, Or pretty like coloured birdsies Or fun like going for a picnic with your chums, Or snogging lots of girlies. Nope. Instead they’re one of the bad things in life, Which aren’t much use to any woman or. erm, chap. Because (believe me) the games you people have sent in * Are absolutely CRAP!

* Well, most of them.

(Cough.) Sussed now?

BUT WHAT ABOUT THE RATING SYSTEM, JOHN?
The usual one’s not rubbish enough, so we’ve had to come up with something different. And here it is...

**Technical Ingenuity** How impressive is the ensemble? Is it written in machine code with lots of clever routines and a pretty loading screen? Congratulations and have a high mark. Or knocked off in BASIC in a couple of minutes? Have an extremely low mark (and consider yourself lucky).

**Achievement** Did you achieve whatever you set out to do in the first place? Or is it a case of ‘I’ve done better’?

**Crap Factor** Ranging from ‘completely’, through ‘quite’ to (in extreme cases) ‘only just a bit’.

**Fun** Or, to put it another way, how fun is it? (No, didn’t think so.)

Overall: If we were to take your game and release it ‘properly’ how well would it do? The people who’ve written the good games get the high marks, those of you foolish enough to have written a deliberately diabolical one are down there with the sewage.

**THE ULTIMATE ADVANCED LAWNMOWER SIMULATOR**

By Mark Meadows

On dear...

**VERDICT**

8° 90° 99° 44°

**HYPERLANE**

And it could be yours for a snipppish £2.99 from EDS, 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR

A proper game, this. It seems you’ve decided that Earth is a bit of a crap place to live and opted instead to blast all into outer space and go and live happily on the planet Patad.se. A fine idea indeed but things don’t go quite according to plan, and to cut a long story short you end up zapping legions of aliens instead. Which is a very long-winded way of saying it’s a shoot-em-up (of the side-view horizontally-scrolling variety).

Badly wise there’s loads – spooky blobby circle blobs that weave their way towards you, big green hamburger things that sort of wobble back and forth, bouncy circle blobs and oodles more besides. And there’s lots of colour too – including these whopping great huge explosions that, by coincidence, everywhere you hit something. Oh yeah, and mustn’t forget the add-on weapons system, which basically comprises guns/speed-ups/shields and probably a whole lot more besides.

Grumbles? Well, it’s none too original (although it is a bit hard to be original with this sort of thing), there’s not enough going on at times, and things tend to be a tad jerky. But

Not a bad little spaceship, true, but what’s that up ahead? A planet? A crap explosion? (Who knows?)

 Representatives of the media... (Cough.)
POOTATOLYMPICS
By Ernest Potato
This is one of those Olympic sports isn't it? We know about running, throwing, jumping and stuff like that, but this time with a few subtle differences. No, I'm not joking. Well, I am a potato, after all. And as a potato, I know a thing or two about competitive sports. So, let's get started shall we?

The four different events are the 100cm Dash, the 'Throwing The Pea', the Spud Jump and the Staircase Hike - all of which are a case of banging 6 and 7 and pressing down at the occasional 0. Hardly Daley Thompson's Decathlon, but then again Daley Thompson isn't a potato, is he? Seeing as how the whole thing's meant to be deliberately crap, it couldn't really have done better (or worse, if you see what I mean). So we'll have to congratulate it on that front - er, a hearty 'Congrats' for being so crap, crap game.

FOUR CRAP GAMES*
*And another
By Mark and Glen Lambert
Not one, not two, not three, not five, not six, not seven, not eight, not nine, and most certainly not ten crap games, but four. And the surprising bit is - they're all crap!! We're taking real care here. (Oh, apart from the other one, that is, but more about that later.)

Robin H is a horizontally-jerking Wheelie done - jerk along the screen on your motorbike jumping over ramp and avoiding some annoying spiky things. A trifle poor to say the least. Then there's Diving - press O lots of times to do as many somersaults as possible as your man plummets toward the water (but without being disqualified for hitting the water feet-first). Easier done than said.

Dangerous Games I couldn't work out how to play but it looked pretty chronic all the same, and Professional Vomiting Simulator - well, I almost did vomit, that is.

They're meant to be rubbish - and they succeed admirably. But the spooky thing is the fifth of the four crap games isn't. Crap, I mean. (Which is why it isn't Five Crap Games, y'know, but Four.) It's not really a game - more like one of those pointless toy jobbies. You sit and oggle at these coloured balls dropping from the ceiling and collect them at the bottom to build

THE CASTLE OF THE QUIZZARD WIZARD
Anon
Well, I tried loading it again, but it still wouldn't work. Ahem.

Blimey! Here's something that looks halfway to being a proper game! (What's it doing here?)

you can use to tick-up between platforms and things, but using it drains your energy - as does touching a baddy, or firing your gun. Been there before? Mmm, not exactly original. Well, it has its moments (like the neat touch of walking behind some of the scenery instead of in front of it), but certainly isn't half as crap as many games, but I'll have to say it cos I'm sure Mr. Roche is such a good egg.

Ozone could perhaps have done with a bit more speed, a bit more colour, a bit more thought and a bit more to do. Sorry. (Nice to look at though.)

OZONE
By Simon Roche
Have you ever tried avocado sandwiches? Take my advice - don't. They're yuck. Which leads me quite nicely (I think) onto the next game, Ozone, which is a pretty sick arcade adventure, hand-crafted by one Simon Roche.

You're this little spaceman chappy wandering around a 200 thick-screen maze after trying to collect 30 cans of ozone. Oh, and there's a bit of platform-and-ladders stuff thrown in for good luck as well! You've got a jet pack which

Would you believe this thing (it's called Dribble, apparently) is the highlight of the pack? Well, it's true! They're meant to be rubbish - and they succeed admirably. But the spooky thing is the fifth of the four crap games isn't. Crap, I mean. (Which is why it isn't Five Crap Games, y'know, but Four.) It's not really a game - more like one of those pointless toy jobbies. You sit and oggle at these coloured balls dropping from the ceiling and collect them at the bottom to build
ADVANCED FUCHSIA GROWING SIMULATOR
By Jon Bounds

Fuchsias are tiny brown lumps (about the size of an apple pip) which, after being stuck on the ground, mysteriously change into big coloured flowers. Spooky, eh? But an ideal subject to simulate nevertheless (I'm sure you'll agree).

Here's what you do. Firstly buy your seeds at the garden centre (by pressing Fire), then plant them (also by pressing Fire) and water them (by pressing Fire, or Fire). Should you manage to do this, then you could suddenly show your prize plant to the man at the garden centre. Oh, and don't forget to press Fire. As you can see - you hardly have to have a degree in Computer Science to play the thing. Not that that is a bad thing though, cos it is quite funny (sort of), and the graphics are nice (nearly). The loading screen is a bff jerky but that's my only complaint. Oh, and don't forget to press Fire. And try to do it without plummeting off the edge again.

RAINFALL
By Natalie Roberts

Wow. Natalie is the first girl to appear in Crap Games. And guess what? She fancies me! Unbelievable? Well, get a load of this: "Dear Richy-babies, (that's me), Hi, I'm Natalie and (wait for it) I fancy you absolutely loads." Oh, eh? And if that wasn't enough you should see the rest of the letter. Among other things, she asks me out on dates (sheh), sends me flowers and is accompanied by assorted photos, drawings and parts of her body (including a strip of hair and a fingernail). Yeah, oh, and there's one of her bras as well (Miss? Ed) - this nice lacy one with tiny bits and sparkly little hearts (size 34B, I can tell you're into that sort of thing). Wow! Well, I must admit I was extremely chuffed that I finally found someone who fancied me (despite countless unsuccessful attempts via the Lonely Hearts column, and even offering to pay girls to pretend - but then is that really playing fair?) - but then it dawned on me the game was probably down to the fact that we hadn't actually met. (Shit!)

Oh yeah - the game (almost forgot about that). Raindrops fall from the ceiling and you have to move your little man left and right to catch them. It reminds me of one of those tacky Game And Watch things, and, yes, it's a complete pile of crud. A nice pile, mind.

MEGA MAN
By Adie Nunn

The author of this game wanted to remain anonymous (The poo!). The idea is to move your fish sound and eat the food to those stupid dots (without eating any of the dots which are poisonous) which, after being chucked on the ground, mysteriously change into big coloured flowers Spooky, eh? But an ideal subject to simulate nevertheless (I'm sure you'll agree).

Here's what you do. Firstly buy your seeds at the garden centre (by pressing Fire), then plant them (also by pressing Fire) and water them (by pressing Fire, or Fire). Should you manage to do this, then you could suddenly show your prize plant to the man at the garden centre. Oh, and don't forget to press Fire. As you can see - you hardly have to have a degree in Computer Science to play the thing. Not that that is a bad thing though, cos it is quite funny (sort of), and the graphics are nice (nearly). The loading screen is a bff jerky but that's my only complaint. Oh, and don't forget to press Fire. And try to do it without plummeting off the edge again.

SPIEROID
Available for £2.99 from Vinsoft (Nell Pointon and Vincent - oh no - Villy), 11 Willow Grove, Bare, Morecambe, Lancs, LA5 8JJ

Hmm. Bit like Marble Madness this one. It's all about manoeuvring the ball around a spooky track; desperately trying to stay off the side which tends to be the case most of the time. You can start your ball at will so it is really much more of a second Fire pushing to get it to come to a halt at vital points and corners (without plummeting off the edge) and then re-starting in the appropriate position.

As in Marble there are things to avoid (larger balls and a strange square thing which drops bullets on you) and the proceedings get even more confusing when bits of the track and walls disappear and reappear out of nowhere from nowhere. And it's all quite good actually - very original in fact. Nothing in it is a bit jerky but that's only minor. The screens are varied, and the difficulty steps up from time to time if it had a little slower. The nice loading screen which just one more go feel. And it's not got a nice loading screen.
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RETURN THE COUPON NOW FOR FREE BROCHURES!
Big and beefy, bold and bouncy – Future Shocks is extra meaty this month so we can fit in all the big Christmas games. E-SWAT, NARC, STUN Runner, SCI, Line Of Fire – they're all here! (And more!) It's a veritable feast for the eyes!

**Nightshift**
Lucasfilm (US Gold)

Now many of you may not have heard of Lucasfilm – or at least, not in the context of computer games. You see, although their 16-bit products, like Loom, Battle Of Britain and Zak McKraken, have all been well received, they've not done much on the Speccy at all (in fact, they've not done anything).

But (but! But!) that's all about to change – Nightshift, a rather bizarre little number about life in a toy factory (!), will be out at the end of November (or thereabouts). While previous Lucasfilm games have been thought up and coded in the States, Nightshift is actually based on an idea English programmers Attention To Detail came up with a couple of years ago. It's sort of an arcade puzzle game thingie (the nearest recent comparison would probably be Vivid image's *Time Machine*) which they tailored to fit the Lucasfilm theme once the American publishers took an interest.

So how's the game work? Well, it's all to do with the tending of a vast machine (one screen wide, four screens high), nicknamed The Beast, which forms the centrepiece of a Lucasfilm toy factory. You play Fred or Fiona Fixit (the folks who tend the machine) and it's your job to get The Beast going and ready to fulfil any orders for Lucasfilm dolls that come through. You may be asked to make six blue Indies, for instance (or six red R2D2s, green C3P0s, pink Luke Skywalkers or orange Zak McKrakens – the dolls are all based on Lucasfilm movie or game characters) which is a good deal more difficult than it sounds.

The machine is a right temperamental old thing, you see – not only do you have to keep feeding it with the right materials, you have to keep the temperature right, light the Bunsen burner part of it, change the colours of the paints going in and generally run around making adjustments and checking that nothing's going wrong.

On later levels extra problems, like Cliff and Josey Lemming (furry little nuisances who slow you down, or undo your work), and the lawyer who slaps you with a writ for unpaid rent, get in the way.

As you can see, work hasn't progressed enough to show you that much this issue, though with the finished game scheduled for late November we should have a review next time round. Keep your fingers crossed!
Digital Integration

Here's ample proof that the Speccy's got a good few years ahead of it yet. Just look at those screenshots! Extreme is an original, three-level arcade-style game and in many ways reminiscent of Virgin's Dan Dare III in both look and style. Programmers Dave Perry and Nick Brunty, currently tidying up Teenage Mutant Hero Turtles for Mirrorsoft's Image Works label, came up with the game and scenario earlier this year, though the finished caboodle won't be ready until January.

Lemme, time to put your sunglasses on or what?! Looks pretty splendid, eh?

STUN Runner

Following last year's Hard Drivin', Domark have once again picked their traditional 'impossible to convert 3D vector graphics' jobbie for their big Christmas number. STUN Runner is actually an excellent arcade game – faster and more playable than Hard Drivin' (admittedly an incredible achievement when we first saw it) and promising to make for an even more satisfying conversion. Basically a massive bobsleigh race through the travel tubes of a futuristic city, it's simple (there's no accelerator or brake control – you speed up simply by avoiding collisions and riding the fastest outer walls of the tunnel) yet as playable as anything we've seen this year.

The action isn't restricted to tunnels. This shot for example shows us a blue sky (er, so we can safely assume it was taken 'outside').

Boost pads (which catapult you to extra-high speeds), shockwaves (weapons that send smart bomb-like waves of energy through the tunnels, clearing everything in their path), armoured enemy drones and collectable extra weapons all add to the fun too.

Mmm. Somehow we think 'hitching a ride' is going to be a trifle out of the question.

A load of vehicles to ride in. Or bump into. Or both. (Probably.)

traditional sprites on the 8-bit versions – and if they've also managed to get the speed and feel right we reckon they'll be onto a winner. As shall we. Look out for the full low-down in a Your Sinclair near you soon.
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E-SWAT
US Gold

One of US Gold's real biggies for Christmas, E-SWAT is based on a very Robocop-esque Sega coin-op. It's set in the near future in Cyber City where criminals are, of course, running wild. You start off as an ordinary patrolman and have to complete two missions (platform shoot-'em-ups set over multi-directionally-scrolling cityscapes) before you earn your E-SWAT stripes. And it's then that the game really gets started.

Ah yes, I hear you saying, that's all very well, but what exactly is this E-SWAT business all about anyway? Well, it's the elite division of the Cyber City Police Department, of course (to be more specific, it's the Elite Special Weapons And Tactics division) - folk equipped with increasingly tough robotic exo-skeleton suits to help them keep the peace. Wearing the suit (from Level Three on, remember?) you're not only tougher, you can also start using the power-up weaponry that lies scattered about the place. The only problem is the baddies start getting tougher too!

With 15 levels set in different locations around the city, it's a pretty massive old game, and one that was very well received as a coin-op. Expect big things, as they say.

SCi
Ocean

Special Criminal Investigation was the arcade sequel to Chase HQ, one of our favourite-ever drive-'em-ups, both as a coin-op and a Speccy conversion. In fact, the Speccy version really was the bee's knees - can SCi hope to be any better? Well, Ocean think so. Here's how...

Nancy still works at Chase HQ, and once again it's her descriptions of fleeing villains you have to wait for before giving pursuit. This time you've swapped your 928 Porsche for a more boring Chevy Camaro (or similar), but everything else is an improvement over the first game. We're promised a faster chase for a start, but the main difference is that now you aren't just limited to running baddies off the road, you can shoot at them as well! Get close to the offending car (once again identified with a big arrow in the air) and your partner sticks his head up out of the sun-roof and starts taking pot-shots at them! Overhead, the police helicopter can help out by dropping you bigger weapons (bazookas and the like!). Excellent fun, but don't forget - the baddies can shoot back too!

Though that's probably the major difference in the game, it's by no means the only one. There are different missions, including a hostage scenario, and backdrops which range from Paris to the Sahara (or so Ocean claim). It's not always sunny in this new version either - various weather conditions (like the heavy downpour near the start of the game) come along and effect the performance of your car, slowing you down or sending you spinning off at corners, while the baddies are far better defended, many equipped with grenade-throwing motorcycle outriders who you've got to get rid of first.

Other than all that, the promise is that the game will be exactly the same as the original, only more so (which sounds good to us). Having played and liked SCi in the arcades, let's hope it's true. The game's out mid-November, so look for a review soon.
**Line Of Fire**

Us Gold

This year's main contender in the *Operation Wolf* lookalike stakes (although we do also have Activision's *Beast Busters* to contend with after Christmas), *Line Of Fire* takes the basic shooting gallery concept one stage further than *Thunderbolt* by not just having things scroll, but having you move around corners as well! Thus it's as if you're running down a series of corridors populated with baddies who leap out at you, every so often hanging a sharp left or right and bombing off down the next passageway. Of course, it's not all set in hospital-like corridors. Other levels take the same style of action down a canyon, through deserts and a jungle, and into a white-water rapids sequence (potentially the most spectacular). In some of these other levels you aren't just trotting along on foot either, you're mounted in planes, powerboats, jeeps and choppers. And the action reverses sometimes too – as if you're running out of the screen, firing back at the people pursuing you, rather than charging into it.

![Image of game interface with player scores and life bars]

('Ere, Bill, me knees are killing me. When can we stand up?)

Reminds us a bit of *Die Hard* really, what with all the corridors and terrorists and what have you. No? Oh well, it was worth a try.

**Kick Off II**

Anco

Just missing its review in this issue by the skin of its chinny-chin-chin, *Kick Off II* (the Spectrum version of which was coded for Anco by Enigma Variations, the folk now best known for their support for the SAM Coupé) is an updated and hopefully tidied-up version of the first game. Certainly, there don't seem to be the disappearing white lines or balls going under the goal line anymore, though having said that the graphics are hardly spectacular.

The Speccy versions of Anco's football games tend to be very poor relations to their 16-bit originals (which are, quite simply, works of genius), but we hope a fair proportion of the playability has been retained – if it has, the flat look of the thing will become very easy to live with indeed. In the shops now, we'll be reviewing it in the January issue.

Ooh-arr, there's pedigree in that thar game. Remember the World Cup? We certainly do. When we weren't watching the telly we were all crowded around the third floor office Amiga, battling it out for top billing in the *Kick Off II* Superleague and generally behaving like, well, thoroughly uncouth and ill-mannered chappies probably. If only Anco'd been able to release the Speccy version at the same time, oh? Oh well...
If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

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Perhaps the most exciting of Ocean's new crop of coin-op conversions (simply because it's not a sequel like SCI or another puzzle game), NARC is a two-player shoot-'em-up licenced from Williams, a sort of Renegade with guns.

The basis of the whole thing is your average Miami Vice-style crusade against drugs, with 11 levels set in warehouses, tube stations, restaurants and eventually the drug lord's mansion. There are collectable weapons (rocket launchers, machine guns and the like), collectable icons (including drugs for extra points, money for extra time and bullets for... but we're sure you can guess) and assorted enemies, including giant flying beetles, would you believe? All sounds fairly normal and familiar to us so far, and indeed it is - but it's also exactly the sort of thing that's bound to do incredibly (incredibly) well. It should be in the shops by mid-November (ie very shortly after you've finished reading this issue) so keep an eye out for that, and keep an eye out for the review too, coming up next month.

Excuse me, do you think you could all sort hurry along now - you really are holding up the traffic, you know.

F-16 Combat Pilot

Digital Integration

Of the longest-awaited games of the year - in fact, we've been hanging for the blooming thing since January! - F-16 Combat Pilot is at last approaching completion. Those of you who know your 16-bit games will be aware that the ST and Amiga versions - now almost two years old - are undisputed flight sim classics. Rather than describe exactly what you can do in the Speccy version of the game (which'd take ages) just imagine you've all seen the Amiga, and then I can just tell you what's missing. (For those of you who haven't seen the Amiga, well, you'll just have to guess, won't you, though we'll just look at the screenshot's making us go all giddy. Imagine what the real thing's going to be like!

Oh yes, very posh. Wonder what that little light... there does. (Switch.) VroooooooOOOOOOOOMMMMMMM!!!(CRASSSSHHHM) Uh-huh - it kills you.

Everything else is more or less the same though - the same targets (airfields, power stations and the like), the same switches from night to day, the same ground attack, intercept and strategy modes. In fact, it looks to be a challenger for best Speccy flight sim ever! (Flying game fans might also want to keep an eye open for ATF II, sequel to Digital Integration's ancient Stealth Fighter flying game, out on the Speccy in January. It's not really a true flight sim as such, but it looks like lots of fun at the same.)
You may remember this Irem coin-op from last year. It was a sort of sequel to the classic R-Type, with the same team working on it and some similarly well-thought-out gameplay. (Shame then that the official R-Type II came out just a few months later and stole its thunder!)

Lots of little white doobies, some spooky alien grass and, um, that's about all we can think of to write about this screen. (Sorry.)

Blimey! Haven't got the faintest idea what those squiggly-shaped things are meant to be - but they'll be up to no good, we'll be bound!

It's a scrolling shoot-'em-up of course, the hook being that the main sprite isn't a spaceship but a curly, snake-like dragon, and the baddies are all of a rather lizardy nature too. Like St Dragon (reviewed this ish, fact fans), the snake has a fairly invulnerable body which you can wrap around to protect the vulnerable front end, though in this case it's actually the little chap riding on the dragon's neck who's the soft spot, rather than the head itself.

In fact, the rider actually makes it a more complicated game than St Dragon. Not only do you have two ways to fire (either with the dragon's fiery breath, or with the rider's crossbow thing), you can actually jump down and run around on the ground, collecting icons or whatever.

There are six levels of play (so there's plenty to get through), a fair few dollops of colour and bags of action - and with a bit of luck we'll have a review for you next ish! Check it out!

Ha-ha! Note how I'm cleverly using the dragon's bod to protect my man (though I'm stuck at the top of the screen as a result).

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